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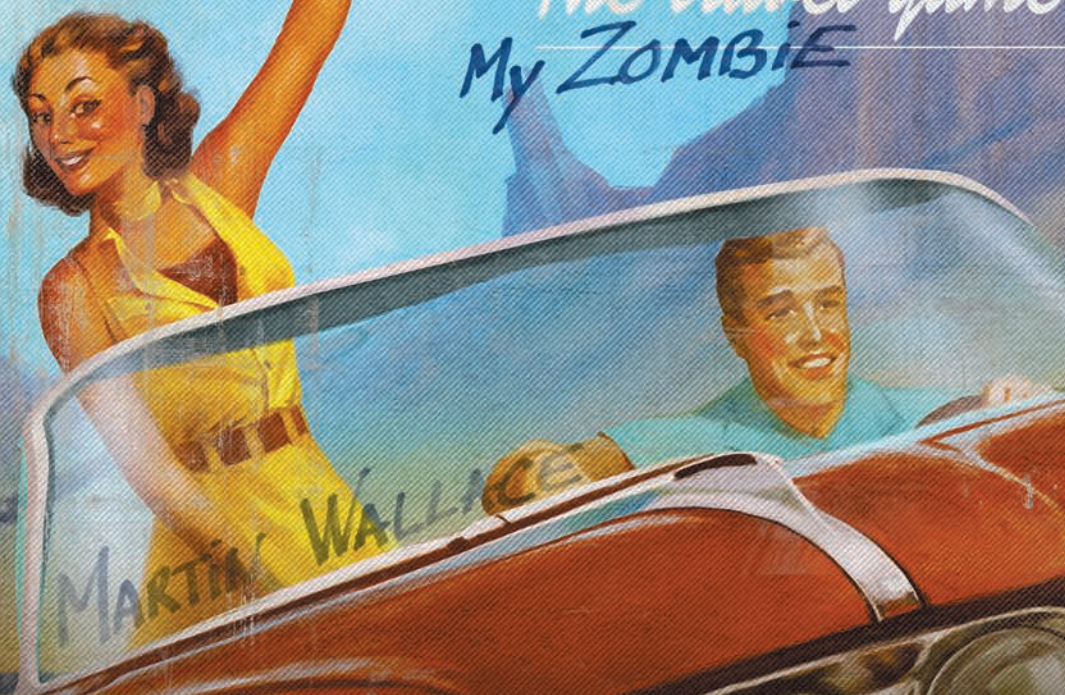
GTM

GAME TRADE MAGAZINE

Hit Road

the

The travel game
My ZOMBIE



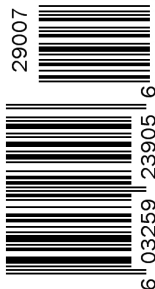
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IN THIS ISSUE:

- DISCOVER YOUR DESTINY IN A GALAXY FAR, FAR AWAY... WITH FANTASY FLIGHT GAMES' STAR WARS: THE FORCE AWAKENS BEGINNER GAME!
- SETTLE ACROSS THE AMERICAS WITH CATAN STUDIO'S CATAN GEOGRAPHIES: UNITED STATES!



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COVER STORY

Hit Z Road

By Martin Wallace



Adrenalin! Amunition! Gas! It's scavenge and survive — or bust — when you *Hit Z Road* in Martin Wallace's competitive, zombie-survival road-trip game!

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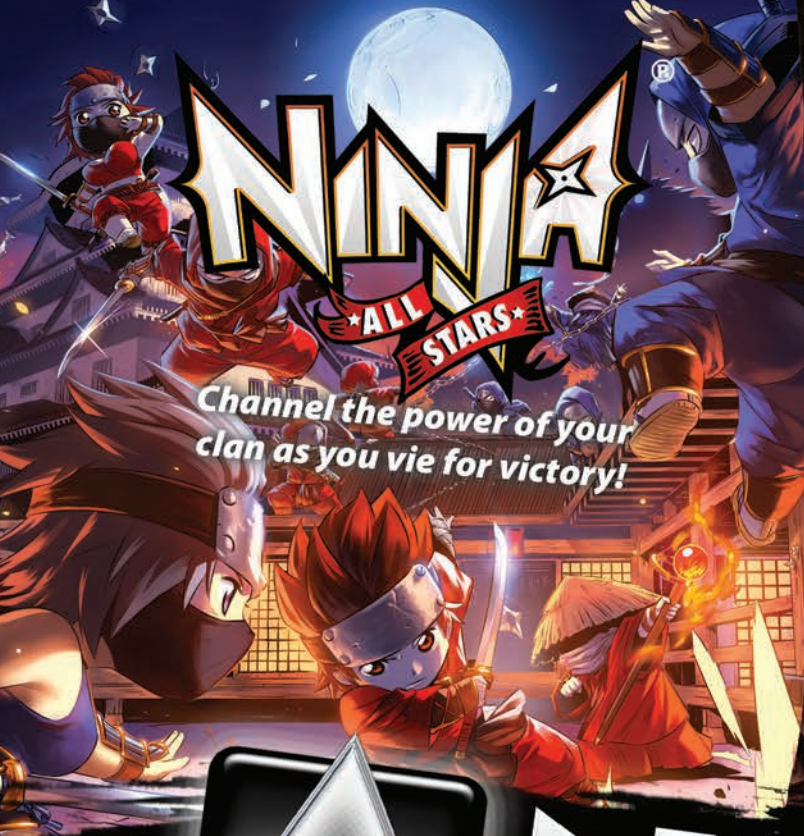
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Channel the power of your clan as you vie for victory!



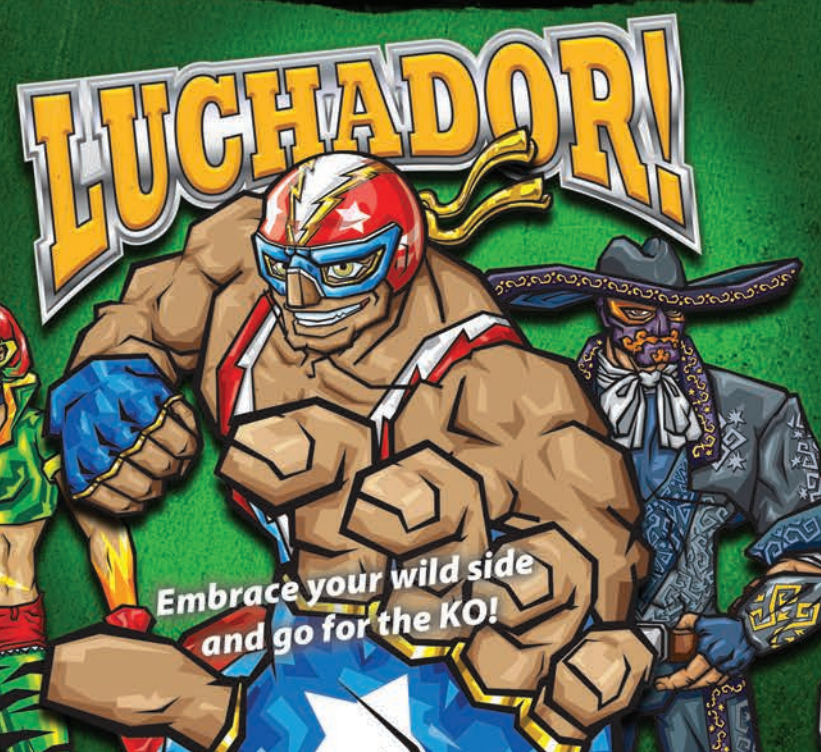
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FOREword

Aaaaahhhh, summer! Time to kick off your shoes, take in the sun, drop the top off (of your convertible, that is), and hit the pavement! Nothing but blue skies, sandy beaches, open road, and ravenous hordes of flesh-eating undead! (Bummer! And you thought tourists were bad!) But, no worries! You've got a tank full of gas, a trunk jam-packed with snacks, a muzzle loaded with buckshot, and nada traffic for as far as the eye can see ('cause most folks are dead and shambling). Such is the premise for *Hit Z Road*, Martin Wallace's competitive, zombie-survival game!

Adrenalin-fueled road-trips not to your liking? Looking for something a bit more stress-free? Try settling across the Americas with Catan Studio's *Catan Geographies* series or take a tour to a tropical paradise and tap into the riches of the rainforest in Mayfair's *Costa Rica*.

Are faraway destinations calling you? How 'bout traversing a Galaxy Far, Far Away... with Fantasy Flight's *Star Wars: The Force Awakens Beginner Game* or boldly going for a jaunt across the final frontiers of space exploring strange, new worlds and seeking new life and new civilizations with WizKids' *Star Trek: Frontiers* and Fireside's *Star Trek PANIC*?

Or, do even farther horizons beckon? Worlds waiting to be explored, adventures yet to be had, just beyond the fringes of your imagination? Take in the spectacle of a gladiatorial bloodbath during the Age of Sigmar in Games Workshop's *Gorechosen*! Saddle up for some Weird Western sparring with Greenbriar Games' *Grimslingers*! Exchange swords and coin in *Hero Realms*, White Wizard's addictive deck-building game! Make history with Academy Games' *Mare Nostrum: Empires*! Or simply (try to) get away with murder in the 19.5th Anniversary Edition of James Ernest's endearing, award-winning board game, *Kill Doctor Lucky*!

No matter where your travels take you — be it a stay-cation at home or far off the beaten path — let GTM be your GPS to fun! Game On!

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LOOK AT IT ALL! ALL THE INTRICATE PARTS TO BE CAREFULLY REMOVED, FILED DOWN, GLUED TOGETHER, THEN PAINTED, MOUNTED AND BASED!!

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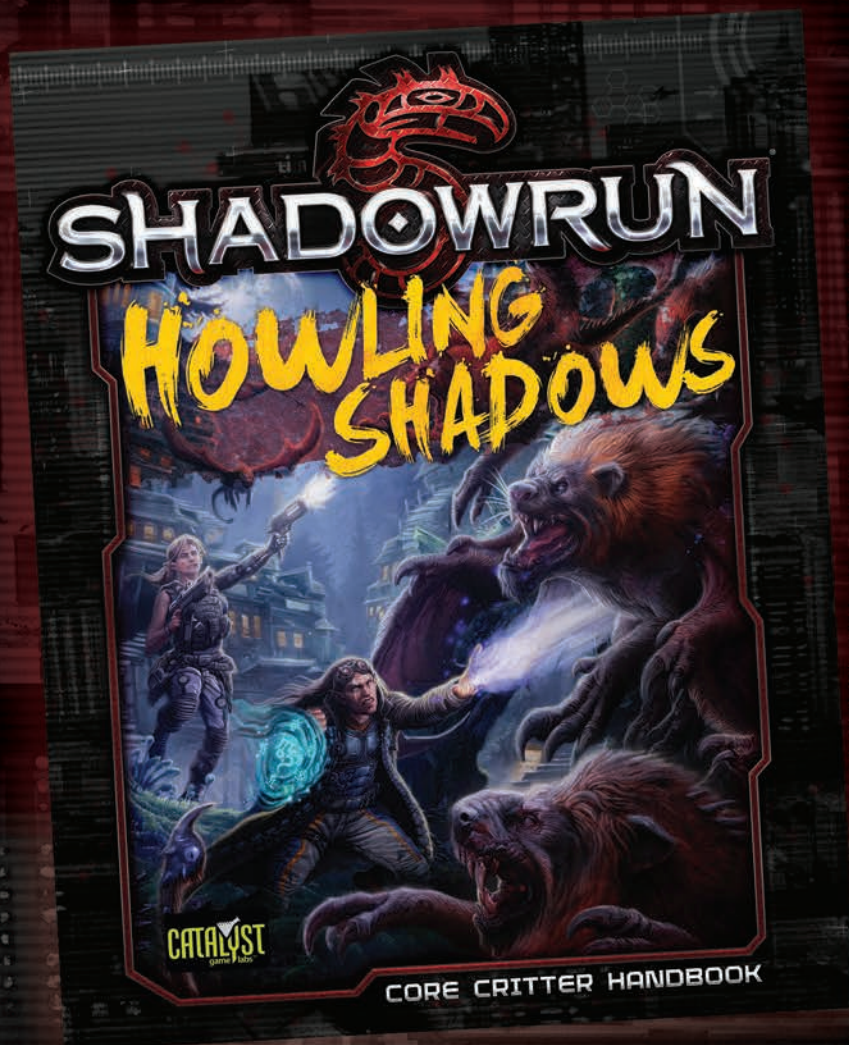
ALMOST FINISHED.

I HATE THIS HOBBY.

WOOOOOO! IT'S FINALLY OUT! WARHAMSTER QUEST TWO!

SHADOWRUN

HOWLING SHADOWS



THE WILD CALLS

Gangers. Corp security. Mr. Johnson. Organized crime. Other shadowrunners. Running in the Sixth World does not exactly lack for obstacles, but only foolish runners worry solely about metahuman opponents. There are plenty of other ways the world can kill you, from throat-ripping martachoras to blood-sucking chupacabras, from the aggressive gamma spider to the swarming harpy. While most runners would be happy to simply avoid these threats, it's not always possible. Critters may be used as security, they may swarm in abandoned areas runners must investigate, or they may carry valuable reagents runners need. Some of them may even hold the keys to unlocking the sort of powers runners covet.

Howling Shadows is the critter sourcebook for *Shadowrun, Fifth Edition*. With a broad range of critters for every habitat, the book has plot hooks that show how critters may be used in campaigns, details on new critter powers, and other information to flesh out *Shadowrun* adventures and campaigns. Sink your teeth into this one and see how untamed the Sixth World can be.

COMING SOON!

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Hit the Road

*The Road
My ZOM*

Hi!! My name is Martin.

My family and I just went on the most amazing road trip of all time!

Dad said we we would follow historic Route 66 all the way to Los Angeles. I'd never been to the West Coast before, so I was really excited!

Chicago

We packed up the van with all our stuff and our dog, Sparky. Mom and Dad planned to leave Sparky with our friend Mrs. Palmer, but when we got to her house, we noticed something really strange.

The Palmers' door was unlocked, and a light was flickering on and off in the living room. The Palmers' cat was dead, lying in a pool of blood — but that wasn't the worst part. Mrs. Palmer raced into the living room and lunged at us! There was something wrong with her face. It was all gray, and half of her cheek was falling down. Dad knocked her back, and we all ran out to the van.

As Dad started the engine, we saw that the whole neighborhood was just like Mrs. Palmer, and they were all rushing toward us. Dad hit the gas hard, and I heard him say a bad word. Then we were racing off at top speed!

(I think we might have knocked down one or two of Mrs. Palmer's neighbors with our van along the way.)

St. Louis

I met my new friend Timmy in St. Louis, while we were checking out the Gateway Arch. It looked really cool, and we wanted to take more photos, but the sick, gray people kept getting in the way.

Mom says they're called zombies and, once they get the zombie sickness, they're not actually people anymore. That's why it was okay to break into the gun store and get guns and ammunition to shoot the zombies when they tried to get us.

Anyway, Timmy had gone through some really tough times. His mom and dad had turned into zombies, so he had to run away. We decided he could come with us to L.A.

Amarillo

After driving for a long time and having to shoot some zombies when we stopped for gas in Tulsa, we made it to Texas. There's a big Cadillac ranch in Amarillo, where the cars all stick out of the ground, and Mom and Dad wanted to stretch their legs, so we decided to visit.

That turned out to be a bad idea — the place was full of zombies! Mom and Dad ran out of bullets, and we had to fight them with Dad's golf clubs. We almost got away, but one of them got Timmy. I tried to help, but I couldn't. I miss Timmy.



dad

adventure game
BIE



Hit Z Road

HZR01 | \$39.99 | Available 3rd Quarter 2016

Albuquerque

The further we drove, the more zombies we came across. Plus, there were thick green clouds in the air. I thought we would never see real people again! When we got to Albuquerque, though, we found a whole bunch of people that were happy we weren't zombies either!

One of them was Emily. She was really pretty, except for a bite mark on her arm. We talked a lot while our families ate dinner together.

I thought that Albuquerque would be the best place ever, but then Emily's eyes turned milky white and she started snarling and biting at me, so we had to hit the road again.

Flagstaff

We were all pretty tired by the time we got to Flagstaff. To make things worse, our van was breaking down. Mom and Dad said we had a lot of desert ahead of us, and the zombies were getting worse than ever, so we needed a new ride.

Luckily, after looking high and low, we found the best ride ever — an armored school bus! I decided to call it the Executor.



L.A.

After scavenging for more food and bullets in Kingman and Barstow — and fighting off more zombies — we finally made it to L.A.!

All I can say is, "Wow!" I'd never seen the ocean before, and it's really amazing. It's so blue — well, aside from the part that we made red with zombie blood. But the rest of it is all blue, like, forever.

We met up with other survivors, like Tom, who's teaching us how to make bullets. In between learning survival skills, I'm enjoying the rest of my summer break, relaxing on the beach. Plus, we had such a crazy adventure getting here that I've decided to make a game out of it....

About Hit Z Road

In Hit Z Road, the competitive zombie survival game by Martin Wallace, you and your friends race to reach the West Coast alive.

It's everyone for themselves as players bid each round to determine the order in which they choose a path through adventure cards of increasing difficulty, while also managing resources — adrenaline, ammunition, and gas — to overcome the challenges ahead.

In the end, you don't have to be faster than the zombies — you just have to be faster than your friends!

...



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STAR THE FORCE AWAKENS WARS BEGINNER GAME

Star Wars: The Force Awakens Beginner Game
SWR09 | \$29.95 | Available 3rd Quarter 2016

People and places in the *Star Wars* universe have a way of getting swept up by events much greater than themselves.

Take the events of *Star Wars: The Force Awakens* as an example. Few would have suspected that the remote desert planet of Jakku would play a critical role in the conflicts between the rising First Order and the brave Resistance. But it was Jakku that saw the fateful intersection of paths between an astromech droid, a desert scavenger, and a former Stormtrooper.

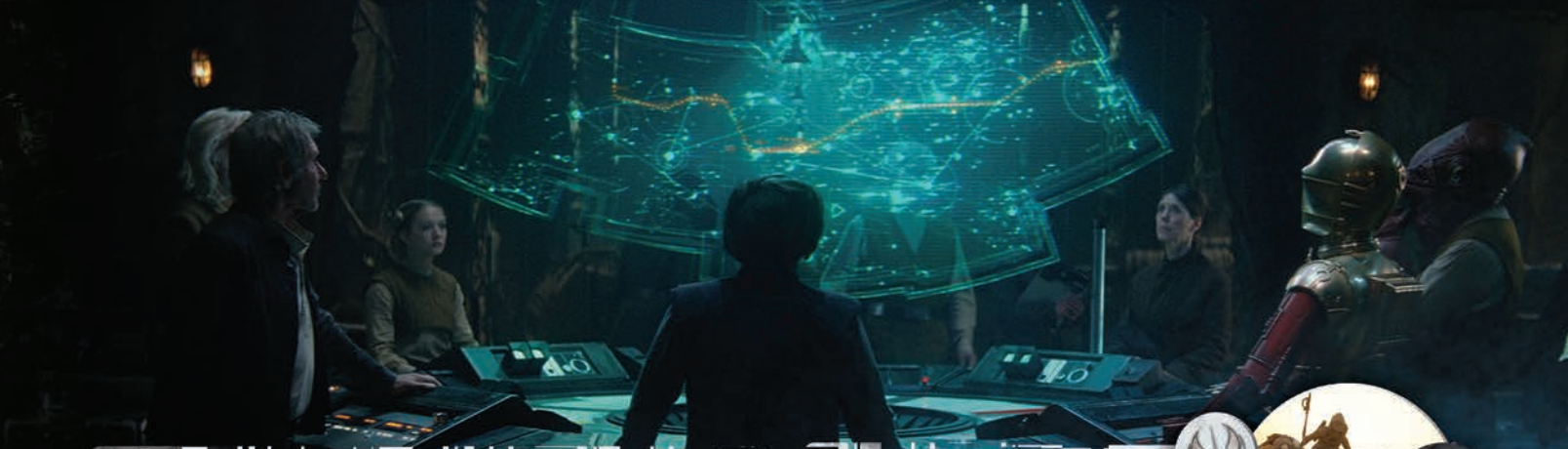
Just as the formation of that unlikely trio led to the destruction of Starkiller Base and a new hope for the galaxy, *The Force Awakens*™ Beginner Game may carry all manner of new *Star Wars* fans to distant planets, offering them the chance to fulfill their own heroic destinies!

THERE HAS BEEN AN AWAKENING

The perfect entry into the *Star Wars* roleplaying experience for players of all skill levels, *The Force Awakens Beginner Game* introduces a complete, learn-as-you-go adventure that carries players from the sands of Jakku deep into the heart of a mystery that could change the course of the galaxy.

The beauty of roleplaying games lie in their ability to deeply immerse participants in a story that they help push forward through their characters' decisions and actions. When you roleplay, you and your friends become the heroes of the story. You must use your wits to outmaneuver your rivals, and when that's not possible, you must draw your blasters and fight for your lives!





In *Discovery on Jakku*, the adventure that comes with *The Force Awakens* Beginner Game, a small band of player characters will determine the fate of valuable secrets lost during the Battle of Jakku. A band of nomads searching the wastes of Jakku has come across a wrecked New Republic corvette. They accessed the remains of its central computer and found evidence of something extremely valuable hidden in a secret vault somewhere within the ship. It was at this point that they contacted our heroes.

However, because the rumors of this secret spread quickly across the desert wastes, they have attracted the attention of the vicious Strus Clan who intend to claim the wreck and its secrets for themselves. Now, as the Strus Clan threaten violence against the nomads, the player characters will determine the fate of a decades-old secret formerly coveted by both the New Republic and the Galactic Empire...


SEE THE WORLD THROUGH ANOTHER'S EYES

Even as it relates a thrilling tale that carries the players from Jakku to the stars, *The Force Awakens* Beginner Game makes it easy for players to imagine themselves as other characters.

Four pre-generated character portfolios provide all the information that players need to step into their characters' skins. Whether you play as a New Republic soldier, a thrill-seeking ace pilot, an Abednedo native of Jakku, or a human explorer, you'll find a compelling backstory, a brief summary of your character's strengths and talents, as well as a quick reference guide that covers the basics of the game's core mechanics.

Additionally, each of these characters comes with some hints as to how they might be portrayed, but they all leave you plenty of room for interpretation. There's even room for growth, as each character portfolio introduces the basic rules for advancement, which you might use during *Discovery on Jakku* or to continue playing the character in other adventures.

THESE ARE YOUR FIRST STEPS



The Force Awakens Beginner Game is more than an adventure; it is an excellent first step into the larger *Star Wars* roleplaying universe.

The Force Awakens Beginner Game is fully compatible with each of the three existing Fantasy Flight Games *Star Wars* roleplaying systems: *Edge of the Empire*™, *Age of Rebellion*™, and *Force and Destiny*™.

This means that players will have no difficulty continuing their thrilling adventures. Whether they hope to eke out an existence at the fringes of the galaxy in *Edge of the Empire*, assist with military and diplomatic missions in *Age of Rebellion*, or learn to control the Force in *Force and Destiny*, they will immediately recognize the core mechanics they already learned in *The Force Awakens* Beginner Game.

DISCOVER YOUR DESTINY

The most recognizable stories from the *Star Wars* universe may have taken place a long time ago in a galaxy far, far away, but the *Star Wars* universe is vast enough that you can still play a part in its ongoing struggles. Worlds of excitement lie before you. The Force is calling to you. Will you let it in?

Take your first steps into the thrills of *Star Wars* roleplaying with *The Force Awakens* Beginner Game!



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STAR TREK
FRONTIERS

STAR TREK: FRONTIERS

WZK 72050 \$ \$79.99 | Available June 2016!

One of the most exciting things about working on *Star Trek: Frontiers* was the ability to draw on the many characters of the *Star Trek* Universe. When we designed *Star Trek: Attack Wing* (2013), we allowed players to include crew members of all factions on their ships, but *Frontiers* allows players to recruit these crew members gradually throughout the game, creating a narrative around the collection of these diverse characters.

At the start of the game, each captain in *Frontiers* begins with a normal crew without any remarkable crew members, but they can recruit exceptional crew members from outposts early on, including key characters from the Federation and the Klingon Empire such as Data, Worf, and Gowron. However, new crew members outside of this coalition will also become available as the game progresses.

For example, if your ship conquers a Romulan Starbase, you can spend diplomacy points to recruit Romulan characters such as Commanders Toreth and Tomalak. The idea thematically is that you can try to turn some of the crew that you encounter over to your cause, or at least convince them to help you for the time being. These temporary alliances happen all the time in the *Trek* Universe, so we thought players would enjoy this aspect of the narrative.

Conquering a Dominion Starbase introduces a host of new characters to the game, including Weyoun, Omet'iklan, and Thot Gor. Such unlikely allies require quite a bit of diplomacy to recruit, even for a temporary alliance! But we were excited about the possibilities for incorporating these unusual characters into your crew, and our playtesting sessions revealed that the sense of a narrative surrounding their recruitment became a normal part of conversation during the game.



As we continued to develop the game, we started thinking about some of *Trek's* most intriguing characters, and started wondering about the possibility of their inclusion. We knew that Commander Sela would be a popular choice, but what about someone as difficult to recruit as Shinzon? Wouldn't it be cool to see Picard actually succeed in making a deal with him this time? Sure, but only at a high cost (10 diplomacy), which will require quite a bit of smooth talking from your captain.

Next we started thinking about the end game, and in particular, the Borg. We knew that recruiting a typical Borg drone would be impossible, even for the smoothest talker in the galaxy, but what about Borg characters who already had a history of resisting the Hive mind? Powerful characters such as Lansor, Korok, and First can now grace your bridge, as well as Seven of Nine, the only crew member of the *USS Voyager* to be released in *Frontiers*.



But what about even the most difficult to recruit characters? Could we find someone that would take the ultimate act of diplomacy and reason to bring over to your cause? Let's just say that a certain android's "brother" has a chance to be welcomed aboard your bridge as well, but it will be no easy feat to accomplish!

So how can you use all of these exceptional crew members once you've recruited them? Like in the *Mage Knight Board Game*, whose mechanics were the foundation of *Frontiers*, we knew that exceptional crew members would provide all kinds of special abilities once they were part of your team, but we also knew that the ability to absorb damage during battles (like *Mage Knight's* Units) would make no sense during a starship battle.

We thought about ways to make up for this, and quickly realized that the "crew member narrative" could continue down planetside as well as on the bridge. With the advent of the *Away Missions* that are now part of the game, you can select your favorite crew members to beam down and explore planets, perhaps using diplomacy to succeed in their missions. You can also beam your captain down, allowing you to use the skill tokens that represent his or her personal abilities.

If diplomacy fails, there is always the possibility of an *Away Team* battle. Here your crew members can fight to succeed at their mission, and even become wounded if the tide turns against them. But, be careful! If everyone on your *Away Team* is defeated, it's a big loss of reputation for your captain, so careful planning when selecting your *Away Team* is a must!

Star Trek: Frontiers is available now at your friendly local game store. Pick up your copy and start recruiting your crew today!

...

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OBJECTIVE 218



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DARWIN KASTLE
ILLUSTRATED BY
BRANDON MOORE

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CATAN GEOGRAPHIES™:

United States

Extremely popular among veterans of *Catan*™ and newcomers alike, the *Catan Geographies*™ games present an intriguing variation to the standard *Catan* game. Each focuses on a specific region of the known world, including Germany, other parts of Europe, and our current focus, the United States.

Focusing on individual states in the US, each *Catan Geographies* map consists of a fixed board that replaces the standard variable *Catan* board. Printed on durable poster sheets, each module includes special rules and educational text for their region and each city field.

Making use of the standard *Catan* game components, players need very little to enjoy their favorite game set in the favorite states!

Rule Changes

All of the standard *Catan* rules apply with a few exceptions, based on which *Catan Geographies* map you're playing:

Settlements — Usually, settlements may only be built on specific intersections called city fields. Settlements may ignore the distance rule when built on city fields.

Road Building — You may only extend your roads past a city field if one of your settlement or cities is already on that city field.

Trade Routes — Trade routes replace ports. You must build a road on a specific hex side in order to gain access to its effect—e.g., 3:1 port, 2:1 brick port.

VP Intersections — Some non-city intersections have victory point tokens. The first player to build a road to one of these intersections takes the VP token.

Variable VP Levels — Usually, victory requires 12 VPs in a 4 player game and 13 VPs in a 3 player game.

Commodities — These are produced by cities (instead of a second resource), when a “7” is rolled, or when you produce no resources. Commodities can be used in a number of different ways, depending on the scenario, but usually you can trade 4 commodities for 1 resource, or 3:1 or 2:1 at a port.

Waterway/Ferry/Riverway — This hex side acts as a road for all players that connect to it.

Wetland — This region produces a resource of your choice.

US Maps

The first US map covered Indiana & Ohio and was released in 2009 as a promotional item for Origins and GENCON. After that, one US map was released each summer, starting with Delmarva. We'll take a look at the other six available for sale next month!

CATAN

GEOGRAPHIES

UNITED STATES™

Catan: Indiana & Ohio™ (2009)

Settle the gateway to the great Midwest. Will you build great universities and enjoy the prosperity they bring? Or will you develop key lake and river ports to quickly expand your ever growing settlements?

In addition to the common rule changes, this map has gold commodities, university city fields, and Great Lakes and Ohio River bonuses.

- A university city field produces one resource and one gold commodity.
- A settlement/city on the Great Lakes or Ohio River produces an additional gold commodity.
- Two gold commodities can be traded for one resource of your choice.

Catan: Delmarva™ (2010)

The waterways of the Chesapeake are rich with seafood. The rugged Appalachian Mountains are filled with coal. Augment your trades with these two commodities and expand your holdings across this varied and prosperous region (Delaware, Maryland, Virginia, and West Virginia).

In addition to the common rule changes, this map has ferries, wetlands, seafood commodities, coal commodities, and coastal ports.

- When a “7” is rolled, settlements/cities marked with seafood and coal symbols produces a seafood commodity, and a settlement/city marked with a coal symbol produces a coal commodity.
- Two seafood commodities can be traded for one resource of your choice if you have a settlement/city on a coastal port.



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NUMENERA CHARACTER OPTIONS 2 EXCERPT: PACT OF JARASH

NUMENERA RPG: CHARACTER OPTIONS 2

PSI MCG088 \$29.99 | Available August 2016!

Numenera Character Options 2 contains new foci, descriptors, and even new types (the *Numenera* equivalent of classes). It also introduces some new ways for players to build and grow their characters, including organizations they might be affiliated. In this excerpt, Monte Cook Games's Bruce R. Cordell introduces an organization that rewards players for exploring the Ninth World and encountering its many strange creatures.

"When I was a young man, I insisted that all the creatures of our world could be neatly categorized into various types. Eventually, I grew wiser."

Jarash, well-known naturalist

The Pact of Jarash gets its name from the infamous naturalist and creature expert, Jarash. Like Jarash, the pact members seek out new creatures that inhabit the world in order to catalog and understand them. Recently, the Pact of Jarash collated all the data they'd gathered and compiled it into a massive tome — *The Ninth World Bestiary*.

The pact officially gathers once each year at their headquarters — a place called Enelstead located in the Black Riage mountains — to share their various discoveries. Enelstead is a prior-world ruin composed of a central tower on the surface, and many hidden chambers underneath. Jarash and the pact retrofitted the ruin for their own needs. Now the compound contains a great library where members file their reports, sketches, and other findings. Enelstead also keeps a specimen collection. Some of the chambers beneath the tower contain special devices capable of holding objects and creatures in a timeless stasis. These have been put to good use; and now contain a living bestiary of collected entities.

Jarash founded the group about fifty years ago. At first, he worked alone, but as his essays and papers spread, others were drawn to him

and his quest for knowledge. Jarash was agreeable, but selective. Back then, the organization was known as the Claw of Wisdom. For decades, the group kept its numbers limited to thirty naturalists.

All that changed when a member accidentally lured a massive beast — a titanothaur — to one of the organization's yearly gatherings in Enelstead. The rampaging creature damaged the central tower, killed several Claw members, and almost killed Jarash himself.

Before all was lost, Jarash made a pact with the creature. That pact saved the organization, but apparently cost Jarash his life. The titanothaur plucked the naturalist up and thundered off, never to be seen again. At least, never *officially*. Rumors of Jarash sightings still occur.

After that fiasco, the surviving naturalists renamed the organization in honor of their founder, and opened up the Pact of Jarash to new members.

PCs who join the Pact advance through a series of five circles until they achieve the highest: Pact Naturalist. The circles are: Apprentice Seeker, Journeyman Seeker, Master Seeker, Published Naturalist, and Pact Naturalist. Working separately from others in the Pact, members generally have no contact with one another until their official gathering in Enelstead each year. But they aren't suicidal — even though they work separately, naturalists almost always explore with a group of trusted fellow explorers or hired mercenaries.

Symbol: Claw, parchment, and quill

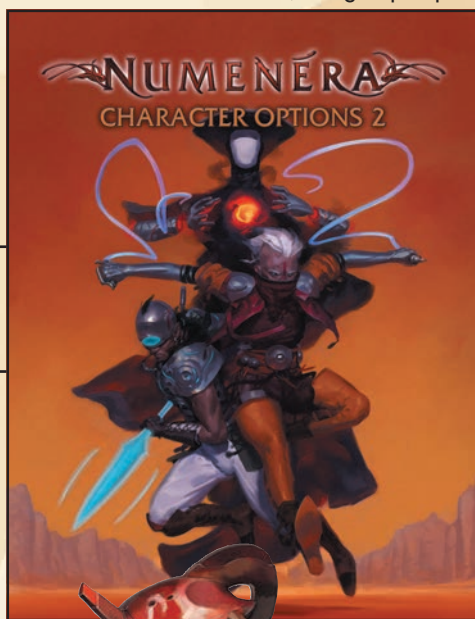
Motto: None

Badge of Membership: Journal with inscribed Pact symbol

Member Benefits: New members gain an asset during interactions with other Pact members. They also are assigned the rank of Apprentice Seeker. Once a new member discovers and fully describes a creature not already collected or described in the Pact of Jarash compound at Enelstead, and in lieu of taking a new skill, the new member gains a handheld device that can stun a target within short range, causing it to lose its next turn (level 6; Depletion: 1 in 1d10; upon depletion, the device can be recharged in Enelstead).

...

A Senior Designer at Monte Cook Games, Bruce Cordell's prolific career includes hundreds of D&D and Cypher System roleplaying game products, including Return to the Tomb of Horrors, The Strange, and Gods of the Fall. He's also penned nearly a dozen novels, including Sword of the Gods, its sequel Spinner of Lies, and the upcoming Myth of the Maker.



ART BY MIRCO PAGANESSI



Numenera Character Options 2
Art by Joe Stedler
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NUMENERA™

Exploring the Ninth World?

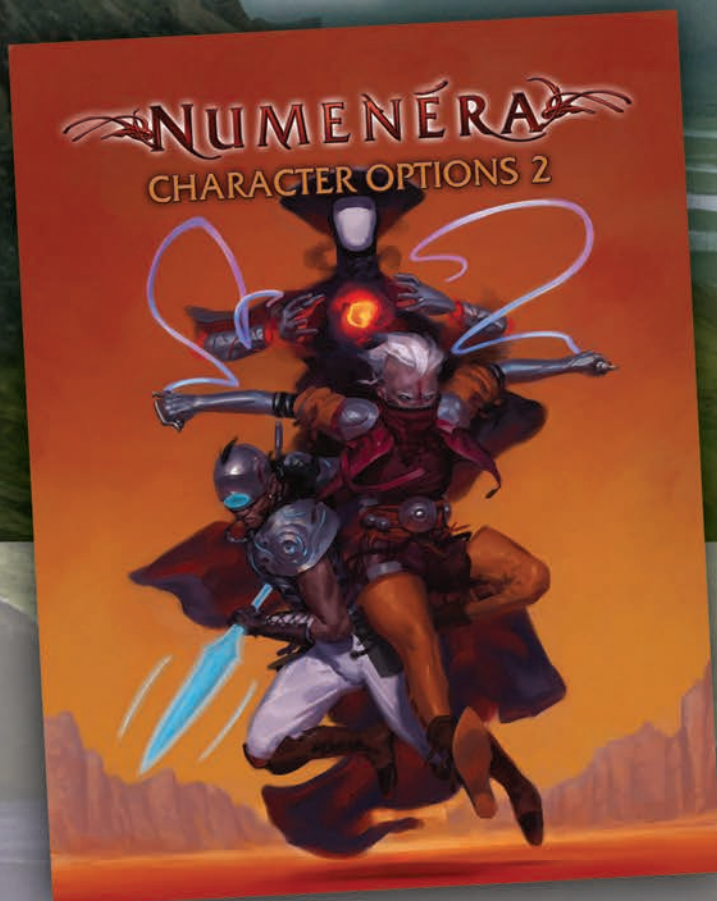
(Or hosting Numenera Organized Play?)

It's all about the characters!

Players love new options for their characters. This followup to the very popular *Numenera Character Options* contains over 50 new foci and descriptors, including location-based and racial descriptors.

But players will be especially excited about two entire new types—the glint and the seeker. They're the first new types ever added to the game, making this a real must-have for players!

- Just in time for Numenera Organized Play, launching in September. Players creating characters in your store will want these options!
- All the incredible creativity of Numenera at its best.
- Introduces the first new types (the Cypher System equivalent of classes) for Numenera since the corebook!



Numenera Character Options 2

September

MSRP: \$29.99

Stock Code: MCGo88

ISBN: 978-1-939979-45-2

Specs: Softcover, 8.5" x 11",
full color, 96 pages



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MARE NOSTRUM EMPIRES

BEHIND THE SCENES WITH ACADEMY GAMES

MARE NOSTRUM: EMPIRES

PSY AYG5420 \$75.00 | Available July 2016!

At Academy Games, we love 4X empire building games like *Twilight Imperium*, *Clash of Cultures*, and *Eclipse*. When we play, we are cutthroat diplomats constantly scheming behind each other's backs. I am surprised we are all still friends. So when we were approached to help develop and publish a new version of the classic *Mare Nostrum* ancient empire building game by designer Serge Laget, we jumped at the opportunity! After two years of development, the new *Mare Nostrum: Empires* is now ready. Last week, we pulled together a group of experienced *Mare Nostrum* gamers in order to get their impression of this totally reworked and expanded game. Below, I chronicle our first round to illustrate how the new *Mare Nostrum: Empires* stands out from other games in the genre and why we are so excited to bring it to your table.

SETUP

We each chose one of the five empires and their leaders, each with unique abilities and beginning game strategies. I chose the Romans, because Rome is awesome and Caesar's special attack bonus made me confident that no one would mess with me. Each Empire begins with three home provinces, a Capital City, some resources found in our provinces, and a handful of Caravans, Cities, Markets, Temples, and Legions.

COLLECT RESOURCES PHASE

Each round begins with the Collect Resources Phase. There are 12 different types of resources available throughout the game map. My home provinces gave me Iron, Wine, Sheep, and Wheat.

TRADE PHASE

Cities, Temples, Markets, Caravans, Legions, and other items in the game can only be built with sets of three or six different resources. Since I only had four different types of resources, I really needed to trade my excess Iron for other players' different resources! Uwe, the Carthaginians, started with the most caravans and markets on the board and thus was the Trade Leader. The Trade Leader decides how many resources each player can trade. Uwe had the resources he needed and knew that the rest of us had duplicates we could not use. So he decided that we would trade zero resources this round. We had been playing for all of 2-minutes, and he already screwed us all over. His time would come, though.

This was our first glimpse into how interactive *Mare Nostrum* is. Right away, we were influencing each other through inter-empire trade and discussing how we would split up the border lands with our neighbors to provide ourselves with the greatest diversity of resources.

BUILD PHASE

Dave, the Egyptians, began with the most Cities and Temples, so he was the Culture Leader. Dave thus decided the order in which players build units and buildings with their sets of resources. Uwe 'the greedy' was told to build

first and decided to spend all of his resources expanding his trade caravans to build his economy. I was told to build next and had only two unique resource sets available to build two Triremes (kick-butt ancient war ships). Seeing that Uwe had not built any military Legions, Dave felt safe to expand into the Middle East, where he established the legendary city of Jerusalem. Our game was starting with a bang! It was the first round and each of us were already carefully watching what the others were building.

MILITARY PHASE

I was Military Leader, since I had the most military units. I determined the order in which players move their units and battle. I had a plan and it required surprise, so I made Uwe, Dave, and Grady move and battle first. I then used my newly built Triremes to transport three of my Legions to Uwe's capital - Carthage, where I destroyed his sole Fortress. I already felt like I was reliving history, having just started the Punic Wars. I now had control of two Capitals. If I managed to control four, I would win the game!

VICTORY

We continued to repeat these four phases. Our empires' borders expanded and we acquired more resources and had more trade. Egypt and Rome became close allies, and Carthage retook its capital and expanded its trade empire to the islands in the Mediterranean. We each recruited mighty heroes with powerful special abilities and built great wonders to enhance our empires!

Each of us worked towards different victory conditions. Unlike the original *Mare Nostrum*, this new 'Empires' version has four different ways that you can win, instead of the original two. I had given up my military ways and instead was building as many Heroes and Wonders as I could. If I built five, I would win. Uwe went for a military victory, having been forced by necessity to build a mighty army and navy. Dave was trying to win by becoming the overall Trade, Culture, and Military Leader. However, it was Grady the Greek who managed to win! We had forgotten about Grady, who had been quietly and peacefully building Temples and Cities to amass enough coins to build the Great Pyramids for the victory!

The diverse empires, heroes, and wonders in *Mare Nostrum: Empires* allowed us to play the game in so many different ways. In just two hours, we had played out an epic war, seen a mighty trade empire develop, and witnessed the construction of the Great Pyramids through peaceful development. We played the game two more times that night, and chose new empires and paths to victory each time.

Mare Nostrum: Empires will be available in July. We hope you have fun experiencing as many great stories with your friends as we have.

...

At the age of two, Gunter was nominated Wargame Mensa Genius of the Year by his peers. Unfortunately, since none of them could write yet, this important award was never documented. Gunter has since earned a masters in Mechanical/Bio-Medical Engineering and gave up a life of riches and fame in a medical lab to help found Academy Games. He is now the Creative Director of Academy Games, in charge of new product development.



DESCENT:™

JOURNEYS IN THE DARK
SECOND EDITION

THE CHAINS THAT RUST



ESCAPE THE POWER OF THE MISTLANDS

with *The Chains That Rust*, a new expansion for *Descent: Journeys in the Dark*!

With eight new sculpted monster figures, new tricks for the overlord players, and the introduction of hybrid classes for the heroes, your games of *Descent* will never be the same.

The Chains That Rust Expansion | DJ44 | \$39.95 www.FANTASYFLIGHTGAMES.COM

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STAR TREK Panic

IS LAUNCHING INTO ORBIT

STAR TREK PANIC

USO PN066201 PI | Available May 2016!

Star Trek PANIC is a new, out-of-this-world board game that merges the classic tower defense style play of *Panic* with the most iconic elements of the original *Star Trek*™ series. In celebration of *Star Trek*'s 50th Anniversary, this game is the perfect addition to any *Star Trek* fan's collection. Created by USAopoly in partnership with Fireside Games and under license from CBS Consumer Products, *Star Trek PANIC* boldly goes where no board game has gone before as players join the crew of the U.S.S. *Enterprise* on a voyage to defend the ship from enemy attacks and carry out five vital galactic missions.

BEAM ME UP SCOTTY – TRANSPORT YOURSELF INTO STAR TREK PANIC

In *Star Trek PANIC* the *Enterprise* is under attack! The only way to achieve victory is for players to work together with their fellow crewmates to defend the ship from alien onslaught. Furthermore, players must complete five missions and escape enemy space intact. Find out what's inside the game to see what fans are up against!

7 Character Cards – *Star Trek* fans take on the role of an iconic crew member of the *Enterprise* with one of seven customized character cards. Each character has a special ability that will help players to fight off enemies, complete missions, and save the ship from destruction.

The U.S.S. Enterprise Ship – Players assemble the model *Enterprise* and travel across the galaxy as they explore the outer limits of space, ward off their greatest foes, and embark on heroic missions. New *PANIC* game play allows players to maneuver the ship, which helps them to fight back against threats and complete missions. But fans must beware, because enemies are constantly at their heels and damage to the *Enterprise* can stop their missions short.

Custom Designed Game Board – With *Star Trek PANIC*, players can put deep space on their tabletop with the custom designed *Star Trek PANIC* game board. The board is where the *Enterprise* travels the galaxy and where alien threats will attack. Color-coded rings denote different phaser attack ranges, and enemies will board the ship unless players destroy them with their phasers first!

31 Threat Tokens – Threat tokens represent enemy ships that advance on and fire at the ship at the end of each turn. Players



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L-R Cindy Saylor, Marketing Manager, Jamie Ratcliffe, Marketing Assistant, Susan Theodore, Senior Product Manager, Andrew Wolf, Content Development Manager, Jake Davis, Marketing & Events Coordinator, Rick Hutchinson Creative Design Manager

will face off against Klingon attacks, Romulan forces, and more!

62 Enterprise Cards – Enterprise cards allow *Star Trek* fans to take actions. Players can fight back against their enemies with a Photon Torpedo, repair damage to the ship with Tritanium and Dilithium, or commit cards to a mission with Science, Engineering, Medical, and Command Credits.

18 Mission Cards – *Star Trek* fans must Complete five Missions to save the day and win the game. Each mission includes

special parameters that players need to resolve in order to complete it.

Star Trek Panic comes complete with a maneuverable U.S.S. *Enterprise* model ship, Shields, Damage and Destroyed Indicators, Mission Cards, Character Cards, *Enterprise* Cards, and more. Do you have what it takes to save the *Enterprise* and complete your missions?



You must ally. You will betray. You must trust. You can never trust anyone.

Curse, laugh and thrill to the Social Game - *without a hidden traitor.*



DEAD LAST is a 'social collusion' game of shifting alliances, betrayals and murder for profit, where 6-12 players conspire and vote upon whom to kill each round, all in an effort to be the last player standing and collect gold.

You must be 'in the know' and vote with the largest group to stay alive. The fun part... absolutely ANY means of communication is allowed as you plot - a glance, a nod, pointing a finger, flashing their card, anything - but make sure you don't tip off the target or they could ambush you instead!



6-12
45-60



S&D 0062
MSRP \$24.99
June 2016

GETTING TO KNOW GRIMSLINGERS

GRIMSLINGERS

PSI GNEGS01 \$29.95 |

Available September 2016!

We've been lucky at Greenbrier Games to work with a lot of talented people, and because of that, we've gotten a little spoiled. It takes creativity, dedication, and passion for your ideas to turn our heads. Stephen Gibson has a wellspring of all three. We've built up this tradition over the years of "interviewing" our newest game designers, usually so that others can get to know their game, but also because we like to see their reaction. Sometimes it's a video session full of snickering in the background, sometimes we share it on our website. This time, we decided to do something different, and offer it right before the release of *Grimslingers* into the retail community. This is our 'getting-to-know' Stephen inaugural interview from Greenbrier Games.



Please share some details about you as a game designer. What got you started?

I was a nerd straight out of the womb. I started playing *Everquest* when I was nine-years-old and always thought it would be so cool to make my own game like that. Not having the ability to create a full-blown MMO at the age of nine, I started making pen-and-paper games with my friends instead. From there I just couldn't stop! Designing is what I do in my free time...and any spare moment I have to think to myself, usually!

Weapon of choice in the zombie apocalypse? (GBG staple)

Rita Macneal's hit song "Working Man" — the zombies and I would just listen to it and put aside our differences.

That approach has never been tested, so we will allow it for the sake of scientific inquiry. Now for the big one, what is your favorite board game?

So far, my own. Yeah, it sounds lame, but I made the game *I* wanted to play.

We'd give you a hard time about that, but it's also what got us into the board game business in the first place. We can't say others might not. Can you tell us a few words about your project?

Grimslingers is all my favorite things. Quick, cooperative, strategic, humorous, epic, thoughtful, mysterious, and creative. You're a magical cowboy with a snarky robot companion fighting cryptid-like creatures and exploring a mystic wild west, all the while trying to uncover the secrets of yourself, the gods, and your master.

Is it the first game developed? If not, what else have you done?

This is my first published game. Like I said before, I've been designing games for years. *Grimslingers* is an amalgamation of most of my best ideas so far.

You had success without GBG, so why publish with us instead of taking your show on the road?

Grimslingers was basically a one-man show up until GBG decided to pick it up. At a certain point in development I realized that it was going to be a very tough road to hoe, maybe even impossible, to get the game finished and released.

Doing everything alone is no fun, and also seriously challenging. I couldn't have been happier to have a competent publisher offer to pick up *Grimslingers* and help me finish the game and unleash its awesomeness on the world.

What advantage/uniqueness are you bringing to the table?

In terms of theme and story, I think once players get into the campaign and setting they'll see a unique offering there. It's a familiar thing, a weird western, but I've done it in a way that will feel new and mysterious to players.

Mechanically, *Grimslingers* has a fluid dueling system where everyone's turn happens at once... it feels right for a cowboy game, and even has a Blackjack-like system for resolving certain situations. The simultaneous action system also works well in the cooperative campaign when dueling creatures, so it's a very robust system that feels good in both versus and co-op situations.

In terms of advantages being brought to the table, *Grimslingers* has a bit of everything. It can be played solo, or co-op. It has a story campaign, but you could also just roam around the map and explore. It has adjustable difficulty if you want easy mode or a super tough challenge. In versus mode, you can play in teams or a free-for-all with up to eight players. It can either be a quick filler game, or something you spend the whole night playing without being repetitive. *Grimslingers* has got your gaming group covered!

Quick! Give us your Newsworthy Title!

It's the best-looking game you haven't played yet.

Wow, you even had that one at the ready...almost a quick draw if you will. Please tell us something which isn't written in your project page worth mentioning.

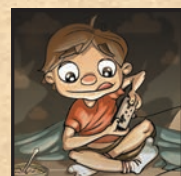
I think I've covered all my bases so far. I will say that there are lots of little visual Easter Eggs and nods to some of my favorite media in the game like *Lost*, *Gravity Falls*, and *Coast-to-Coast AM*.

OK, last one before we let you off the hook...and this does have long term ripple effects in the GBG family, so no pressure here: pancakes or waffles?

Waffles. They are basically batter made into a bunch of connected cups for butter and syrup.

...

Graduated with honors in 3D Animation, Art and Design from Humber College, located in Toronto, Ontario, Canada. Stephen worked as a freelance illustrator before accepting a position as Art Director and Illustrator for Greenbrier Games. Aside from his professional life, Stephen is a proud husband and father of two.





SHADOWRUN[®]

THE FALLING DREAM

You have seen it. You have felt it. The dream where you are falling, falling, and you cannot see the ground but you know it is there waiting. You may try to brace yourself, you may try to force yourself awake—you do anything to avoid the impact that keeps rushing toward you.

The Seelie Court is the realm of the hidden, the rumored, and the unknown. Fairies, spirits, and enchanted creatures mingle there, building alliances, plotting, scheming, toying with the realm of humans—and with each other. The court has long held a distant attachment to the material plane, influencing it like a dream influences our waking hours. But now a new connection has emerged, allowing humans to infiltrate the courts and influence its proceedings. At a time when magical power is ever in the rise, the mix of human and fae could set both worlds into a calamitous plunge, and no one will want to be awake when they hit bottom.

Court of Shadows is an alternate setting for *Shadowrun, Fifth Edition*, emphasizing the magic and intrigue of the Seelie Court.

COMING SOON!



COURT OF SHADOWS

GORECHOSEN

Coming soon from Games Workshop is this game of gladiatorial combat between the Champions of Khorne, set in the *Warhammer: Age of Sigmar* setting.

Are you ready to prove yourself as Khorne's mightiest, most ruthless champion? *Gorechosen*, slated to surface September 24, gives you the chance! This brand-new boxed game lets four players slug it out for supremacy in brutal pit fights. The box includes four plastic, multi-part Citadel miniatures: the Exalted Deathbringer of Khorne, the Skullgrinder, the Slaughterpriest, and the Aspiring Deathbringer with Goreaxe and Skullhammer – four iconic champions of Khorne.

The game itself is a simple, cunning, laugh-out-loud mix of subtle strategy and straightforward vicious combat, and four players can play through a game in about an hour. 24 Action cards let your chosen fighter select from a variety of painful attacks and gambits (our favorite being the humble "Shove", should your victim happen to be standing next to one of the fire pits present on the game's board), while 16 Injury cards present, in gruesome detail, the inevitable results of standing in a spiked pit with three other crazed madmen. And the chaotic fun doesn't stop with the feuding – players who have been knocked-out can still influence the game thanks to special "Fate of the Slain" rules.



Full rules for these fighters are presented on four fighter sheets, and rules for four more (with miniatures available separately from Games Workshop) are included inside the game's rulebook. Each fighter has a unique Kill Zone which dictates what they can hit, and how powerfully. The Slaughterpriest in the box, for example, has enormous reach with his axe (because it's flipping massive!) but is weaker to the sides (you can imagine an overhead chop, rather than a sweep around him). Each fighter also keeps track of his wrath using the Wrath Track. Wrath can be spent to make actions, and is usually accrued when fighters are wounded – Injury cards, which are received when combatants are damaged, affect wrath in this way.

Wrath also has an effect on who goes first, because the angrier fighters are, the more chance there is they will act first! Each turn, fighters put in a number of Initiative cards equal to their wrath (each player has a unique designation of Initiative card), then the top Initiative card is turned over, dictating who will act. After that player has made an action, the next Initiative card is turned over, and so on and so forth. It's all great fun – and there's much more to discover in the game, too!

Gorechosen is scheduled for release in September, priced US\$60 and CAN\$70. Order yours now!



Pokémon
TRADING CARD GAME



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- ▶ Theme Decks
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XY STEAM SIEGE



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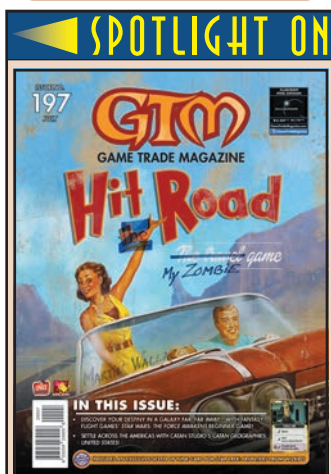
Gotta catch 'em all!



Pokemon.com/TCG

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Each booster pack of 10 cards sold separately. Cards vary by pack. One Pokémon TCG Online Code Card in each booster pack.

ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #199

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 199\$3.99

ACTION LAB ENTERTAINMENT



MIRACULOUS THROWDOWN CARD GAME

Draw! Attack! Discard! Capture all the excitement of the hit Nickelodeon TV show *Miraculous* with the fun and fast-paced collectible card game *Throwdown!* Be the Miraculous Ladybug, Cat Noir, or Hawk Moth! Equip your character and disarm your opponent to gain the greatest advantage. Call upon help from the Kwamis (Magical Friends) to either devastate or regenerate each other's decks. Surprise with your signature attack - but beware of Hawk Moth's traps! Scheduled to ship in August 2016. DIA STL013898 PI

GAMES

ALDERAC ENTERTAINMENT GROUP



FANTAHZEE: HORDES & HEROES

It's time to dice and slice! Mages, warriors, dwarves, and their fantastical contraptions all call Devil's Burden home - but hordes of monsters have just attacked! The town needs leaders to bring its heroes together to defeat the dread generals and their armies. Play your cards right, and roll with the luck of the dice, and you may be hailed as the savior of the town in *Fantahzee!* Scheduled to ship in August 2016. AEG 5866.....\$39.99

ARCANE WONDERS

SPEECHLESS

In *Speechless*, players frantically act out words - but they can't say a word! See how many you can get right in 90-seconds! Scheduled to ship in September 2016. PSI AWGDTE03\$29.99



ARES GAMES

FEATURED ITEM



BEHIND THE THRONE

Secret organizations fight for the right to rule over the Old Kingdom in *Behind the Throne!* Intrigue, blackmail, and threats are commonplace for those struggling for power in the shadow of the royal throne. The more servants, nobles, and dignitaries they control, the closer to the goal they are. The real "power behind the throne" will be known in *Behind the Throne!* Scheduled to ship in August 2016. AGS ARCG003.....\$19.90

FEATURED ITEM



WINGS OF GLORY GAME MATS

Scheduled to ship in August 2016.

INDUSTRIAL COMPLEX AGS WGA502E\$34.90
NO MAN'S LAND AGS WGA502D\$34.90

ASMADI GAMES



ONE DECK DUNGEON

Conquer Foes and Perils! Grab the loot! Gain Skills! Level Up to Take on the Boss! *One Deck Dungeon* features all the excitement of a classic dungeon crawl in a single deck of cards! Choose a hero, and a dungeon to delve into, and setup is done! While the game only supports 1-2 players, you can combine two sets for a four-player dungeon delve experience. *One Deck Dungeon* comes complete with 44 Encounter cards, four Dungeon/Boss cards, four Level Up cards, four Hero cards, and Stair and Turn Reference cards. Scheduled to ship in September 2016. ASI 0080\$25.00

ASMODEE EDITIONS



CASH 'N GUNS: TEAM SPIRIT EXPANSION

Take aim as part of a team with *Cash 'N Guns: Team Spirit!* This expansion for the party game of looting, shooting, and bluffing features rules for team play, enabling a ninth player to take part in the action. It also introduces Mercenaries: twelve for-hire thugs who offer teams temporary advantages and the team game a deeper strategic dimension. Plus, seven new characters take seats at the table, bringing new Surprises and new Powers along with them, and, of course, a few highly specialized, never-before-fired guns. Scheduled to ship in August 2016. ASM CG04\$29.99

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

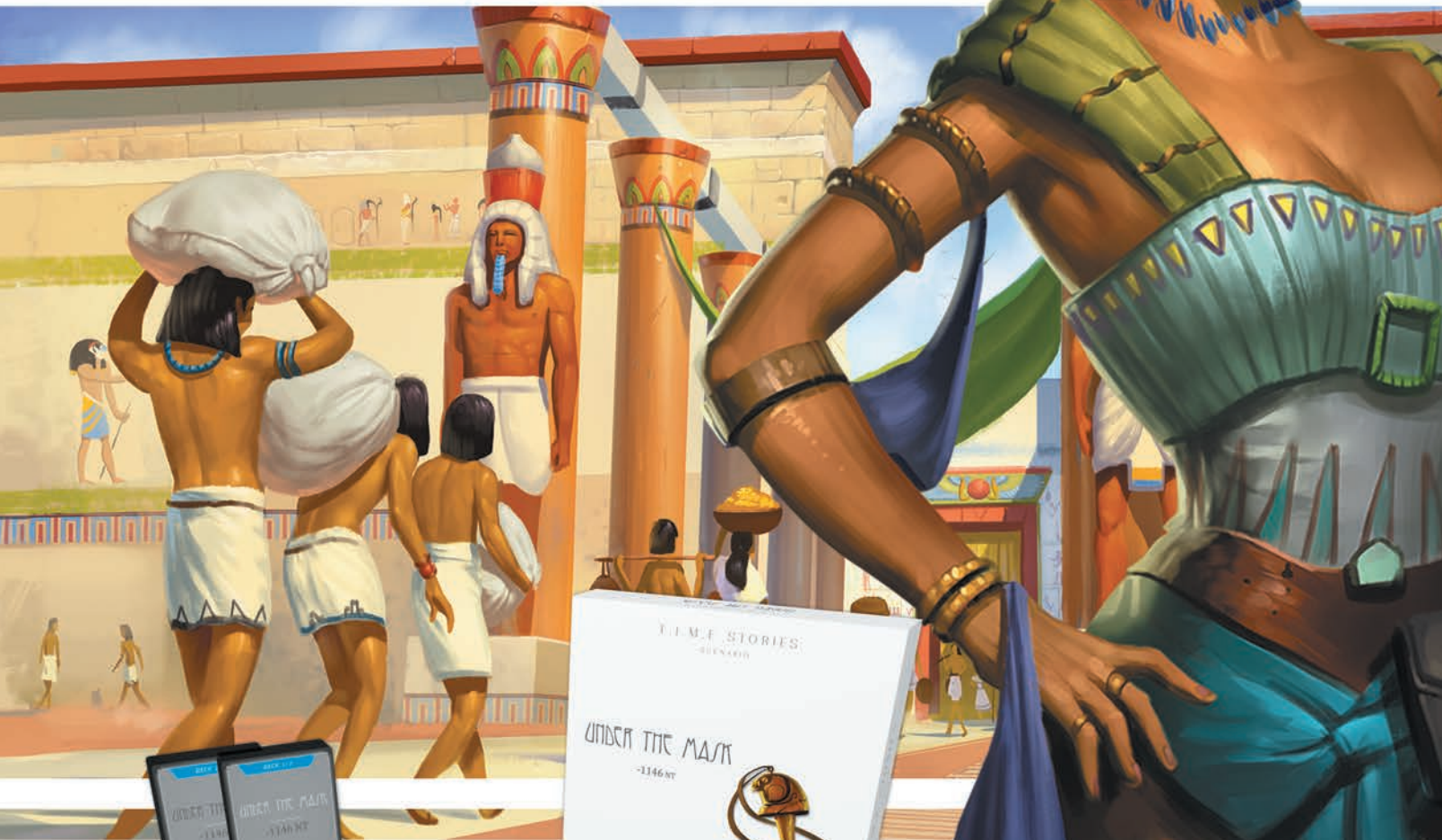
PI

Your store will set the price for all items labeled "PI". Check with your retailer



T.I.M.E. STORIES UNDER THE MASK

ENTER THE VALLEY OF KINGS AND UNRAVEL A PHARAOH'S SECRET



Asmodee.com

FEATURED ITEM

**HIT Z ROAD**

In *Hit Z Road*, the competitive, zombie-survival road trip game by renowned designer Martin Wallace, players race from Chicago to L.A. through an increasingly difficult deck of location cards, scavenging for gas, ammo, and rations as they go. Their biggest obstacle? The zombie hordes attacking them at nearly every turn! In *Hit Z Road*, you don't always need to be faster than the zombies, just faster than your friends! Scheduled to ship in August 2016.

ASM HZR01 \$39.99

**LOONY QUEST**

In *Loony Quest*, the European hit family game of frantic trail chasing through a map of devious dangers, players attempt to trace a path through a level on their own transparent sheet, dodging obstacles and achieving objectives as best they can. At the end of the 30-second round, each player places their sheet over the level to see how it matches up with the various paths through the level. Based on whether or not they successfully hit objectives or run into the crazy creatures and treacherous traps determines how much Experience each player receives. Whoever obtains the most Experience at the end of the game is crowned King of Arkadia! Scheduled to ship in August 2016.

ASM LQ01 \$29.99

**MR. JACK REVISED EDITION**

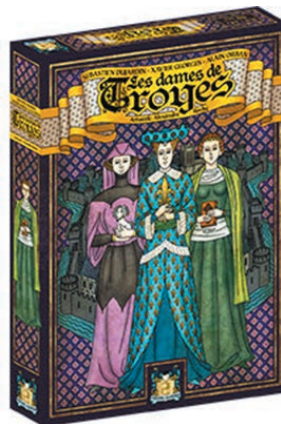
Mr. Jack is Back! The year is 1888 and gaslights burn bright in the gloomy streets of London, doing their best to hold the darkness at bay. In these shadowed alleys, the devilishly clever "Jack" attempts to make his escape from the city. London's greatest detectives have gathered to try and track down the cunning criminal, but time runs short for their trap. What's more, Jack himself is impersonating one of the detectives! In this new, revised edition of *Mr. Jack*, the classic game of deduction and deception, players take on the task of escaping the authorities as Jack or become a detective assigned to track down the notorious criminal. Scheduled to ship in August 2016.

ASM MRJ04 \$39.99

**TROYES**

Build! Pray! Live! Between 1200 and 1600 CE, the French city of Troyes bore witness to some legendary and dramatic events. It endured the Black Death, the Great Fire, and the Hundred Years War. It saw the marriage of Catherine of Valois to England's Henry V, and was freed from English rule by Joan of Arc nine years later. In the midst of this tumult, an ornate Cathedral of the High Gothic Style was built, and Troyes became not only an important trading center and the capital of Champagne, but temporarily the capital of France itself. *Troyes* invites you to experience four-centuries of this French city's turbulent medieval history by participating in the development of one of the finest medieval cities ever to make its mark on Western culture - Champagne! Representing prominent family from the Champagne region of France, players use their influence to recruit and supervise individuals from the military, church, and civilian populace in their quest to build power and prestige among the principle players in the city. Scheduled to ship in June 2016.

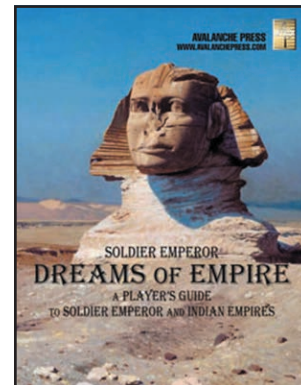
ASM TRO01 \$59.99

**TROYES: THE LADIES OF TROYES EXPANSION**

A Woman's Touch! This expansion offers five separate modules that can be incorporated into *Troyes* one at a time or all together. The ladies of Troyes make an appearance in the form of three new Character cards, each with connections to the city, plus a new action allows players to move their guard along the ramparts in order to access new activities outside the city. Plus, each player's head of the family is represented by a new purple die, which can carry out civil, military, or religious actions - your choice! Scheduled to ship in June 2016.

ASM TRO02 \$39.99

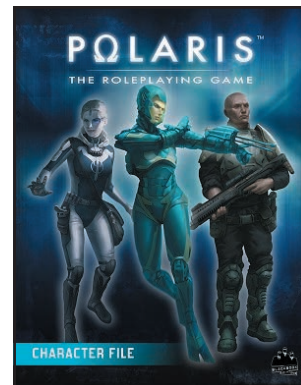
AVALANCHE PRESS

**SOLDIER EMPEROR: DREAMS OF EMPIRE**

Napoleon's 1803 coronation as Emperor of the French touched off a world-wide series of wars that lasted until his second and final exile in 1815. A player's guide to *Soldier Emperor and Indian Emperor, Dreams of Empire* lets you play out the campaigns in Europe and India with a linking map covering the Persian Empire and the Central Asian khanates of Khiva, Kokand, and Bokhara, as well as aspects of Afghanistan and other regions. Plus, *Dreams of Empire* includes new pieces representing the armies and leaders of these distant lands. Scheduled to ship in May 2016.

APL 0841 \$44.99

BLACK BOOK EDITIONS

**POLARIS RPG: CHARACTER FILE PACK**

The Character File Pack is a helpful, handy packet that introduces the world and timeline of the *Polaris Roleplaying Game*, detailing the major factions and the most important nations of the Deep. Also included is a map of the world of the Deep, a Character Creation summary, and an 8-page character sheet. Scheduled to ship in August 2016.

PZO BBEUSPOLO4 \$24.90

BLUE PANTHER

FLAT DICE #1 - MEEPLES

Punch out! Snap together! Roll your dice! No glue or tools! *Flat Dice* are durable, portable, and easy to assemble. Scheduled to ship in August 2016.

IMP BPN4000 \$9.99

FLAT DICE #2 - ELEMENTALS

Punch out! Snap together! Roll your dice! No glue or tools! *Flat Dice* are durable, portable, and easy to assemble. Scheduled to ship in August 2016.

IMP BPN4001 \$9.99

SPOTLIGHT ON

**SPOT IT! DISNEY FINDING DORY**

Play it once or play all night, with 55 unique cards and five different mini-games, you'll never want to stop swimming with Dory and friends in *Spot It! Finding Dory*. Scheduled to ship in August 2016.

ASM SP100 \$12.99

BOOM ENTERTAINMENT



MUNCHKIN #19

Special guest creator Katie Cook (*My Little Pony: Friendship is Magic*) takes Spyke to see the wizard, the wonderful wizard of... dropping a ton of loot! Scheduled to ship in July 2016.

DIA STL010666 PI



MUNCHKIN #20

Scheduled to ship in August 2016.

DIA STL012972 PI

BUFFALO GAMES

300 PIECES PUZZLES

Scheduled to ship in June 2016.

VIVID: BOLD SPIRIT

BFG 2725 PI

500 PIECES PUZZLES

Scheduled to ship in May 2016.

COLOR YOUR WORLD: ENCHANTED FOREST - MORNING MAGIC

BFG 3846 PI

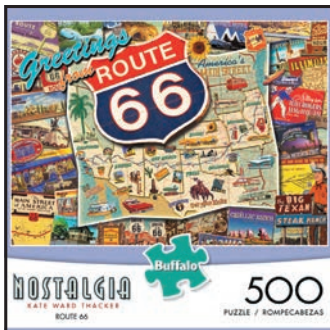
COLOR YOUR WORLD: LOST OCEAN - BENEATH THE WAVES

BFG 3845 PI



MOUNTAIN FLOWERS PUZZLE

BFG 3773 PI



ROUTE 66 PUZZLE

BFG 3887 PI

1000 PIECES PUZZLES

Scheduled to ship in May 2016.

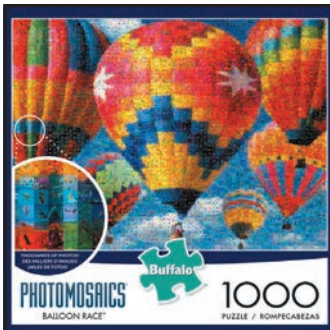


COCA COLA: ICE COLD COCA-COLA

BFG 11264 PI

EXPLORE THE USA

BFG 11661 PI



PHOTOMOSAIC - BALLON RACE

BFG 10552 PI



VIVID: OWL EYES

BFG 11706 PI

1000 PIECES PUZZLES

Scheduled to ship in June 2016.

VIVID: LADYBUG CENTRAL

BFG 11707 PI

Isle of Skye

From Chieftain to King

BUILD YOUR KINGDOM TO RULE THE LANDS

IN THIS GREAT TILE-LAYING GAME FOR 2-5 PLAYERS AGES 8 AND UP!

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BUSHIROAD


**CARDFIGHT VANGUARD
TCG: BLESSING OF
DIVAS BOOSTER PACK
DISPLAY (24)**

Kick off the summer with a splash! The cute mermaids of the Bermuda Triangle Clan take center stage in the *Blessing of Divas* 44-card booster expansion for *Cardfight Vanguard*! 7-cards per pack / 12 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402886-DPI

**CARDFIGHT VANGUARD
TCG: BLESSING OF
DIVAS SUPPLY SET**

Each Supply Set contains 12 exclusive RRR holo promo cards featuring three of the top idols from Bermuda Triangle with new illustrations and abilities, plus an exclusive deck holder, rubber mat, and storage box!

YCW 402909PI


**FUTURE CARD
BUDDYFIGHT TCG:
DRAGON EMPEROR
OF THE COLOSSAL
OCEAN TRIAL DECK
DISPLAY (6)**

Set Sail to New Frontiers! Face the wrath of new Ancient World monsters with the tidal forces of Dragon Emperor of the Colossal Ocean! Brave the seas of Buddyfight with

powerful new cards and reprints perfect for both veterans and new fighters, alike! Offered in 6-count displays, each pre-constructed Trial Deck comes with 52-cards, a Life Counter, a playmat, and a rulebook. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402831-DPI

**FUTURE CARD
BUDDYFIGHT TCG:
ROAR INVINCIBLE
DRAGON BOOSTER
PACK DISPLAY (30)**

Ride the powerful waves of Impact Monsters and unleash sophisticated and powerful abilities from Dragon World, Katana World, Ancient World, and Darkness Dragon World with *Roar! Invincible Dragon!* 5-cards per pack / 30-packs per display. **NOTE:**

This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402848-DPI

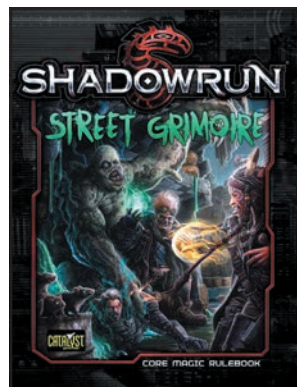


CATALYST GAME LABS

SHADOWRUN RPG: ANARCHY

Shadowrun remains one of the most beloved gaming settings of all time with wide and enduring appeal - and *Anarchy* provides rules for a new style of play in this awesome world. Storytelling comes to the fore in *Anarchy*, allowing gamemasters and players to work in tandem to craft a fun, fast-moving campaign. Powered by the Cue System and offering a narrative-focused game experience, *Anarchy* includes numerous, ready-to-play characters and a slew of ready-made missions that will thrust players onto the mean Sprawl streets of the Sixth World in no time! Scheduled to ship in September 2016.

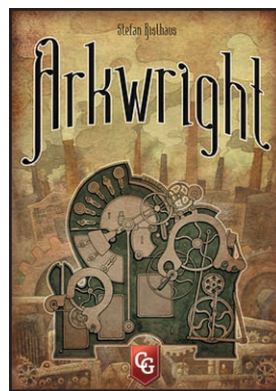
PSI CAT27010\$39.99


**SHADOWRUN RPG: STREET
GRIMOIRE**

Magic Can Burn Your Brain and Sear Your Soul! It can inject power into every millimeter of your veins, or leave you in a lump of ashes at the end of a dark alley. It's dangerous, but to spellcasters in the Sixth World, it's worth it. Because magic is power, and power in the Sixth World needs to be grabbed with both hands. Spells, rituals, alchemical preparations, adept powers, metmagics - all of those elements and more can be used to help an Awakened shadowrunner move off the streets and get a taste of the high life. *Street Grimoire* introduces more options for *Shadowrun* players, along with information on magical traditions, magic societies, and the dangers and benefits of living as a spellcaster in a world where "geek the mage first" is a common adage. Scheduled to ship in September 2016.

PSI CAT27003S\$39.99

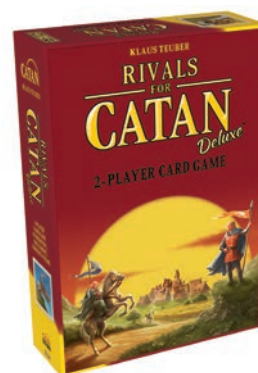
CAPSTONE GAMES


ARKWRIGHT

In the 17th and 18th centuries, merchantmen sailing under the English flag dominated the seas and international trade. But, the Navigation Acts restricted foreign ships from partaking in trade between England and her colonies. Richard Arkwright was one of the English inventors and businessmen who developed the first advanced machines and founded early factories. England's Industrial Revolution has brought the opportunity for you to establish your manufacturing company and earn hefty profits serving the growing demand. Hire workers, build machines, modernize your factories, develop innovative technologies, and produce and sell your goods throughout England. Careful planning and outsmarting your competition will allow you to earn the most valuable stock portfolio in *Arkwright*, a game of economic strategy and skill. Scheduled to ship in June 2016.

CSG ARK01\$79.99

CATAN STUDIOS


**CATAN: RIVALS FOR
CATAN - DELUXE**

Rivals for Catan puts you in charge of one of the two factions developing newly-settled Catan. Use your unique card mix to create your own principality. Explore and settle new lands. Acquire resources through card play and the luck of the dice. Use gold, resource combinations, and trade to develop your domain. Expand your settlements and cities, recruit heroes, and defend your lands through politics, invention, and intrigue. Use your cunning! Become prince of Catan! The perfect way for two players to settle and develop the ever-mysterious and fantastic land of Catan, this *Deluxe Edition* of *Rivals for Catan* features all-new card trays to keep your draw piles organized, and comes with three expansions and nine rare promotional cards. Scheduled to ship in August 2016.

CSI CN3134\$37.00


CATAN: STRUGGLE FOR CATAN

In *Struggle for Catan*, a fast-paced, stand-alone card game for 2-4 players, manage your resources to build roads, settlements, cities, and more. Although your kingdom and its buildings remain yours, valuable roads and knights can be taken from you by your opponents. Expand your cities to earn more victory points and create powerful special advantages as you struggle to settle Catan. Scheduled to ship in August 2016.

CSI CN3142\$13.00

**CATAN: GEOGRAPHIES SCENARIO
- GEORGIA (6 PACK)**

You've Got Georgia on Your Mind! Settle the Peach State, with its diverse topography and rich resources to control the large paper and cloth industries that made the state so strong. Scheduled to ship in May 2016.

CSI CN3527\$30.00

STRUGGLE FOR CATAN™

VIE FOR CONTROL OF CATAN™

Command Catan's knights and roadways for victory.
A 2 to 4 player civilization building card game from the makers of Catan.



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CATAN
STUDIO

www.catanstudio.com



CATAN: GEOGRAPHIES SCENARIO - NEW ENGLAND (6 PACK)

From the harbor towns of Connecticut to the Great North Woods of Maine, you can explore all that New England has to offer. The bounty of this region's historic sea-fishing communities enhance your experience. This map covers six states (Connecticut, Rhode Island, Massachusetts, Vermont, New Hampshire, and Maine). Scheduled to ship in May 2016.

CSI CN3525.....\$30.00

CATAN: GEOGRAPHIES SCENARIO - THE CAROLINAS (6 PACK)

Whether you love Tar Heels or Carolina rice, this region has lots to offer. From the Peaks of the Blue Ridge mountains to the outer banks there are many new sites to explore and settle in *The Carolinas*. Scheduled to ship in May 2016.

CSI CN3526.....\$30.00

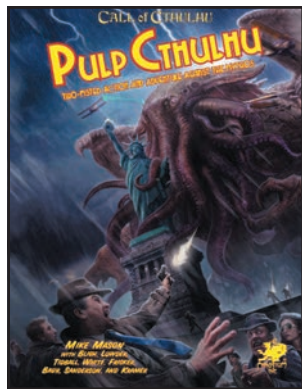


CATAN: GEOGRAPHIES SCENARIO - RICKSHAW RUN

Retrace the exciting 12-day journey of 10 Teammates traveling 1,865 miles across northern India in four auto-rickshaws - and support a great charity at the same time! *Catan Scenario: Rickshaw Run* includes 10 rickshaw crew cards plus multiple rickshaw and VP tokens needed for the scenario. A portion of the proceeds from the sale of this scenario go directly to Childaid Network to support their charitable works in North Eastern India. Scheduled to ship in May 2016.

CSI CN3118.....\$15.00

CHAOSIUM



CALL OF CTHULHU: PULP CTHULHU - TWO-FISTED ACTION & ADVENTURE AGAINST THE MYTHOS

Calling All Heroes! Its Time to Take the Fight to Cthulhu! *Pulp Cthulhu* is a game of two-fisted adventure, weird science, dark deeds, and brave heroes! *Pulp Cthulhu* ups the ante and provides you with tougher, more capable heroes ready to take on the villainous machinations of the Cthulhu Mythos! Here you will find an adapted character generation system, rules for psychic powers, sanity, augmented skills, and weird science, as well as tips for Keepers on developing and running pulp-style games. Plus, four action-packed scenarios round out the book, getting your *Pulp Cthulhu* games started with a bang! Scheduled to ship in September 2016.

CHA 23142.....\$44.95

CHARM CITY GAMES

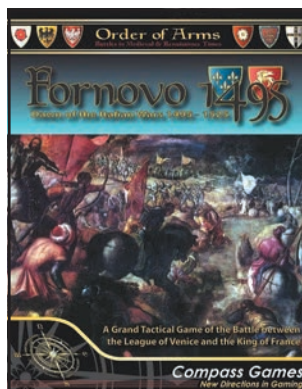
COCKFIGHT

CockFIGHT! is a 2-4 player, stand-alone card game that revolves around a group of Fighting Cocks, battling for supremacy in the ever-competitive, worldwide cock-fighting circuit. Players take on the role of one of the top contenders and battle it out using a variety of cock-inspired attacks! The game employs a liberal amount of double entendre, creating hilarious experiences as friends "Cock Block" you and "Cock Slap" you into submission! Scheduled to ship in August 2016.

IMP CTE101.....\$14.99



COMPASS GAMES



FORNOVO 1495

The first game in the *Order of Arms* Medieval & Renaissance series, *Fornovo 1495* simulates the battle fought between the French Army of King Charles VIII and the Condottieri forces of the League of Venice under the command of Francesco II Gonzaga of Mantua. Scheduled to ship in May 2016.

CPS 1036.....\$72.00

CORVUS BELLI

INFINITY

Scheduled to ship in June 2016.



ARIADNA KAZAK SPETSNAZ (HMG)

CVB 280181-0581.....\$13.50



COMBINED ARMY ONYX CONTACT FORCE 300 PTS. PACK

This Force Pack is the best choice to start collecting this Sectorial Army, providing 12 amazing miniatures and the necessary units to create a competitive ITS legal Army List.

CVB 280009-0590.....\$101.64

COMBINED ARMY XEODRON BATROIDS

CVB 280677-0588.....\$54.18



COMBINED ARMY YAOGAT STRIKE INFANTRY (MULTI SNIPER RIFLE)

CVB 280676-0585.....\$14.63

HAQQISLAM BASHI BAZOUKS (BOARDING SHOTGUN)

CVB 280482-0591.....\$12.71



HAQQISLAM MAGHARIBA GUARD

CVB 280481-0584.....\$79.04



NOMADS REVEREND HEALER (BOARDING SHOTGUN)

CVB 280580-0582.....\$13.50

PANOCEANIA BAGH-MARI UNIT

CVB 280285-0593.....\$37.23

TOHAA KOSUIL ASSAULT PIONEERS (BOARDING SHOTGUN)

CVB 280926-0587.....\$13.50



YU JING IMPERIAL SERVICE (YU JING SECTORIAL STARTER PACK)

CVB 280384-0583.....\$50.79

CUBICLE 7



DOCTOR WHO RPG: THE GAMEMASTER COMPANION

An indispensable aid to *Doctor Who: Adventures in Time and Space*, *The Gamemaster's Companion* is packed with useful advice, hints, tips, and rules to make your Adventures in Time and Space run like clockwork! Everything from starting a new campaign to creating adventures to running games is examined in detail, plus you'll find checklists and step-by-step guides to help put all that advice into action! Scheduled to ship in September 2016.

PSI CB71121\$34.95

THE LONE WOLF ADVENTURE GAME: TERROR OF THE DARKLORDS

The first major adventure expansion for *The Lone Wolf Adventure Game, Terror of the Darklords* introduces an epic quest that takes the Kai Lords from their quiet Kai monastery on a trail of conspiracies that spread across Sommerlund! Scheduled to ship in September 2016.

PSI CB72215\$34.99

THE ONE RING RPG: OATHS OF THE RIDDERMARK

Oaths of the Riddermark is an adventure anthology set in Rohan for use with *The One Ring Roleplaying Game*. Scheduled to ship in September 2016.

PSI CB71014\$39.99

DECISION GAMES

MODERN WAR

#26
DCG MW26\$34.99
#27
DCG MW27\$34.99
#28
DCG MW28\$34.99

STRATEGY AND TACTICS

#301
DCG ST-301\$34.99
#302
DCG ST-302\$34.99
#303
DCG ST-303\$34.99

WORLD AT WAR

#51
DCG WAW-51\$34.99
#52
DCG WAW-52\$34.99

DAYS OF WONDER



FIVE TRIBES: THE THIEVES OF NAQALA EXPANSION

Naqala is now a prosperous place. Gaining the favors of the different Tribes was not that easy, but your rivals are not so easily discouraged. Some Tribes now abandon your cause and rally to your rivals, instead, following influential leaders that your rivals hired against you! Yet every man has his price, and you could return the favor... should you have what it takes to recruit the Thieves of Naqala! Add some treachery to your *Five Tribes* games with the merciless characters of this mini-expansion! Scheduled to ship in August 2016.

DOW DO8431\$5.99

DEVIOUS WEASEL



ZIMBY MOJO

In *Zimby Mojo*, a co-opportunistic game of cannibalistic mayhem, you are a shaman, the all-powerful, fearsome, and frightening wielder of your tribe's mojo! You are godlike to your people and cartoonishly immortal! Zimbies are vicious, erratic, fanatic, hard-headed, and often inept little cannibals that ruthlessly do your bidding. And, you have a singular goal: to become the new Cannibal King! To achieve this, you must infiltrate the current King's compound, slay him, steal his Crown, and carry it safely to your tribal board before a rival zimby tribe can do so first. Scheduled to ship in August 2016.

IMP DWE2000\$59.99

EXISTENCE GAMES

EXODUS TCG: CLOCK DRAGON PLAYMAT

This official *Exodus Trading Card Game* playmat features the mighty, mechanical Clock Dragon! Scheduled to ship in June 2016.

EXE 70016\$19.99

EXODUS TCG: TWIN CANNON ANGELS PLAYMAT

This official *Exodus Trading Card Game* playmat features the popular Twin Cannon Angels from the *Galaxy Tides* expansion set! Scheduled to ship in June 2016.

EXE 70015\$19.99

EXPEDITIOUS RETREAT PRESS



ADVANCED ADVENTURES #33: THE HALLS OF LIDLESS SHABBATH

Rolled into a yard-tall, ivory scroll tube, the worn charcoal rubbing of a massive map etched into an ancient monolith hints that travel between worlds was once commonplace. More enticingly, the map pin-points the entrance to the eldritch pathway - and the location of an ancient and legendary dungeon known as the Halls of Lidless Shabbath! The Halls are the home of the evil sorceress Shabbath, famed for having researched and created many new and unique spells and magic items, as well as possessing fantastic treasures of gold and jewels. Little about the contents of the Halls themselves is known, save that Shabbath is rumored still to be alive, and are reputedly haunted by demons and guarded by a large warband of trolls. *The Halls of Lidless Shabbath* is an *Advanced Adventure* for 6-10 brave adventurers of Levels 12-15. Scheduled to ship in May 2016.

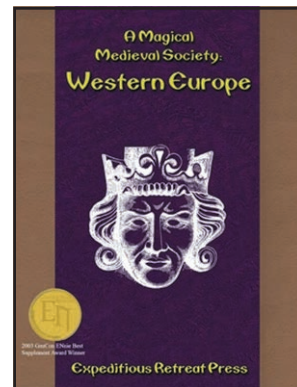
IMP XRP6133\$15.00



ADVANCED ADVENTURES #34: THE CROCODILES TEARS

A wealthy patron is outfitting an expedition to sail to the mysterious southern continent. The goal of the expedition is none other than the legendary Crocodile's Tear: a massive, magical emerald! Many tales are told about the southern continent, most of which paint it as a disease-ridden jungle filled with hostile natives, reachable only by crossing a pirate and monster-infested sea! *The Crocodile's Tear* is an *Advanced Adventures* module designed for 4-6 adventurers of Levels 3-6. Scheduled to ship in August 2016.

IMP XRP6134\$14.00

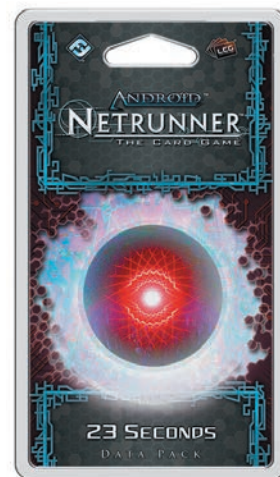


A MAGICAL MEDIEVAL SOCIETY: WESTERN EUROPE

A Universal Guide to Creating Believable Quasi-Medieval Settings! A GenCon ENnie Best Supplement award-winner and Origins nominee for best RPG supplement, this 3rd Edition of *A Magical Medieval Society: Western Europe* includes over 160 illustrations providing a visual guide to your creation, an entirely new chapter on the naming of places, and extensive information on a long list of aspects of medieval fantasy world-building. With informative text, generation systems, worksheets, and appendices, *A Magical Medieval Society: Western Europe* allows GMs and players to export the feel of medieval times without being tied to the history. Scheduled to ship in August 2016.

IMP XRP1010\$36.00

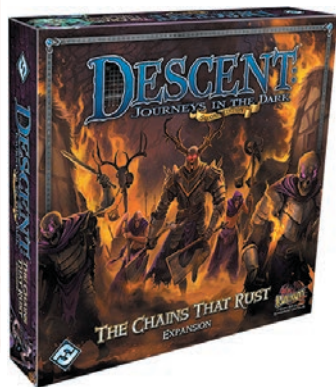
FANTASY FLIGHT GAMES



ANDROID NETRUNNER LCG: 23 SECONDS DATA PACK

A twenty-three second breach of Titan Transnational Bank's security system plunges New Angeles into financial ruin, and *23 Seconds* opens the *Flashpoint Cycle* for *Android: Netrunner* with a glimpse of the resulting chaos. Its sixty new cards (three copies each of 20 different cards) depict a world in which desperate corps act more aggressively than ever, implementing extremely powerful - often hostile - ice and operations that come with trash costs. These cards, along with the Corp's powerful, new Terminal operations, ensure that the stakes in the *Flashpoint Cycle* are as high as they've ever been! Scheduled to ship in August 2016.

FFG ADN36\$14.95



DESCENT JOURNEYS IN THE DARK 2ND EDITION: THE CHAINS THAT RUST EXPANSION

Your journey has taken you deep into the Mistlands. Now, your adventures continue with *The Chains that Rust*, the latest expansion for *Descent: Journeys in the Dark*. Within this expansion, you'll discover an entirely new one-act campaign that can be played on its own or as a sequel to the campaign included in *Mists of Bilehall*. New Tainted cards and a new Overlord class give the overlord player new tools, as eight plastic figures swell his armies with new monsters. Finally, you can stretch beyond your hero's traditional Class decks for the first time with the addition of hybrid classes! Scheduled to ship in August 2016. FFG DJ44\$39.95



DRAGON SHIELDS (100)

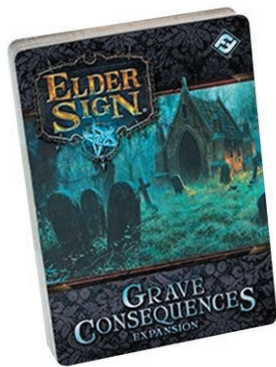
Protect your cards in style with *Dragon Shield Matte Sleeves*! Not only do *Dragon Shield Matte Sleeves* come in a matte finish that allows you to quickly and easily shuffle your deck, they now feature three new distinct colors - clear, purple, and pink. Each of these polypropylene sleeves measure 2.64 by 3.58 inches, making them the perfect size to protect your LCG and CCG sized cards! Each unit is a display box of ten packs of sleeves for individual sale. Scheduled to ship in June 2016.

MATTE CLEAR
FFG DSH107\$10.99
MATTE PINK
FFG DSH109\$10.99
MATTE PURPLE
FFG DSH108\$10.99



cards (three copies each of ten different cards) develop the bonds between Gondor, the Rohirrim, and the Grey Company. Scheduled to ship in August 2016.

FFG MEC54\$29.95



ELDER SIGN: GRAVE CONSEQUENCES

Designed by Richard Launius, the creator of *Arkham Horror*, the *Grave Consequences* expansion for *Elder Sign* introduces 50 new cards in three modular decks: *Phobia*, *Epic Battle*, and *Epitaph*. Whether you use one deck, or all of them, you'll find they increase the challenge and drama of your *Elder Sign* adventure. Even more, they'll immerse you more deeply into its world and help you connect more fully to the investigator that you're playing. Scheduled to ship in April 2016.

FFG USL18PI



A GAME OF THRONES LCG: 2ND EDITION - FOR FAMILY HONOR HONOR CHAPTER PACK

The War of Five Kings has already begun to shape the future of Westeros. Now, you can continue to follow the storyline of *A Clash of Kings* with *For Family Honor*, the third Chapter Pack in the *War of Five Kings Cycle* for *A Game of Thrones: The Card Game*. Throughout this Chapter Pack, you'll find new Kings and Crowns that invite you to stake your own claim to the Iron Throne, even as loyal cards rise in usefulness and importance. Finally, *For Family Honor* brings iconic characters to the game, including Ser Edmund Tully, a House Tyrell version of Renly Baratheon, and Hot Pie. Scheduled to ship in August 2016.

FFG GT11\$14.95

THE LORD OF THE RINGS LCG: THE FLAME OF THE WEST SAGA EXPANSION

Brave the Paths of the Dead, battle the Corsairs at Pelargir, and defend Minas Tirith from its enemies during the Battle of the Pelennor Fields! *The Flame of the West Saga Expansion* for *The Lord of the Rings: The Card Game* draws directly from the key events of the first half of *The Return of the King*. Its 165 new cards introduce three new scenarios, a new version of Aragorn, and two other heroes. Finally, two boons and thirty player



THE LORD OF THE RINGS LCG: A STORM ON COBAS HAVEN ADVENTURE PACK

After a long grueling journey, several of Middle-earth's greatest heroes make their way to Dol Amroth - only to find the city threatened by a Corsair fleet! The penultimate chapter in the *Dream-chaser Cycle* for *The Lord of the Rings: The Card Game*, *A Storm on Cobas Haven* introduces a nautical battle like no other, along with a new Tactics hero, and thirty player cards (three copies each of ten different cards) that reinforce the cycle's focus on powerful allies and cards with secondary effects. Scheduled to ship in August 2016.

FFG MEC52\$14.95



RUNEBOUND (THIRD EDITION): CAUGHT IN A WEB SCENARIO PACK EXPANSION

The sorceress Ariad once more schemes to conquer Terrinoth! Now, she commands her arachnid minions to spread insidiously throughout the realm, spinning webs, injecting venom, and preparing for their mistress to cover the world in darkness! In the *Caught in a Web Scenario Pack* for *Runebound*, you may battle an Arachyvra, track a nest of spiders to the Smokeblue Hills, or delve deep into tunnels that riddle the ground beneath Terrinoth. Fortunately, a new hero also arrives to save Terrinoth - Jonas the Kind. Scheduled to ship in August 2016.

FFG RB02\$16.95



introduces the Liberty miniature as a large-base Rebel ship, as well as two ship cards, and fourteen upgrades, including a new commander and three unique Titles. Scheduled to ship in August 2016.

FFG SWM17\$39.95



RUNEBOUND (THIRD EDITION): THE GILDED BLADE ADVENTURE PACK EXPANSION

Once a year, the merchants and civilians of Terrinoth come together in a time of celebration and commerce. The most talented craftsmen and the slickest charlatans alike operate under the sign of the Gilded Blade. As new wonders are unveiled and pickpockets work the crowds, even a noble hero can find much to interest him at this gathering. *The Gilded Blade Adventure Pack* expands the world of Terrinoth in every game of *Runebound* with new sets of skill cards and asset cards that can increase your options for any scenario. Additionally, this *Runebound Adventure Pack* offers a variety of new adventure cards that can be added to any scenario. You may face off against a Highway Gang, but thankfully for the heroes, a new hero also joins the quest: Red Scorpion! Scheduled to ship in August 2016.

FFG RB04\$16.95



STAR WARS ARMADA: INTERDICTOR EXPANSION PACK

The Interdictor cruiser was designed as a major part of the Empire's response to the elusive Rebel threat. Its gravity-well projectors are capable of wrenching enemy ships out from hyperspace, and its deployment along one of the galaxy's hyperspace lanes can spell doom for unsuspecting Rebel captains. The *Interdictor Expansion Pack* for *Star Wars: Armada* introduces the Interdictor miniature as a medium-base Imperial ship, as well as two ship cards and fourteen upgrades. Scheduled to ship in August 2016.

FFG SWM16\$39.95

STAR WARS ARMADA: LIBERTY EXPANSION PACK

The MC80 Liberty-type Star Cruiser is the spearhead of the Rebel Alliance's fleet, and it boasts some of the heaviest firepower in the Rebel arsenal. Its impressive firepower and powerful forward shielding, demand that it is often among the first ships considered to lead Rebel strike forces into combat. The *Liberty Expansion Pack* for *Star Wars: Armada*

STAR WARS

ARMADA

WAVE IV



INTERDICTOR
EXPANSION PACK
SWM16 \$39.95

NO MORE WAITING ENGAGE THE ENEMY

Rip Rebel ships out of hyperspace with the Interdictor and its gravity well projectors, or gun straight toward Imperial ships with the Liberty and its massive forward-facing armament!



LIBERTY
EXPANSION PACK
SWM17 \$39.95



www.FantasyFlightGames.com

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STAR WARS IMPERIAL ASSAULT: GREEDO VILLAIN PACK

Greedo has a reputation for being slow on the draw, but his price is cheap and, perhaps, best of all - he's expendable! If you want a bounty hunter who can lead a group of hired guns in a desperate attack, you should certainly consider the Greedo Villain Pack. Two new skirmish missions bring your strike teams into a fortified hangar bay and a new three-card Agenda set invites you to hunt down Rebel operatives on Ord Mantell. With the addition of new Deployment, Item, Agenda, and Command cards, the Greedo Villain Pack for Imperial Assault is essential for every mercenary. Scheduled to ship in August 2016.

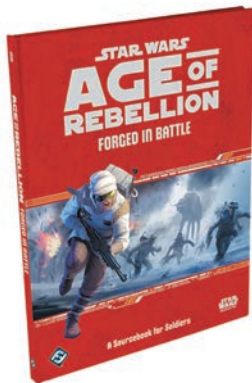
FFG SWI31\$9.95



STAR WARS IMPERIAL ASSAULT: OBI-WAN KENOBI ALLY PACK

One of the only Jedi Knights to survive the destruction of the Jedi Order at the end of the Clone Wars, Obi-Wan Kenobi has been in hiding on Tatooine for nearly eighteen years. Now, with the Obi-Wan Kenobi Ally Pack for Imperial Assault, you can bring Obi-Wan out of the shadows to aid the Rebel Alliance! With a new campaign side mission, two new skirmish missions, and new Deployment, Item, and Command cards, it's plain to see that Obi-Wan Kenobi has a power that any dark side player would fear to oppose. Scheduled to ship in August 2016.

FFG SWI29\$9.95



STAR WARS RPG: AGE OF REBELLION - FORGED IN BATTLE HARDCOVER

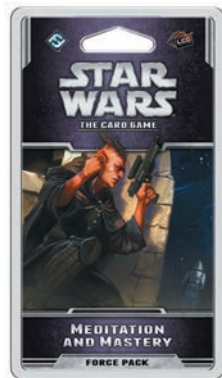
A Soldier sourcebook for the Star Wars: Age of Rebellion Roleplaying Game, *Forged in Battle* offers your front-line warriors a wealth of new options and resources with which they can better take the fight to the Empire. *Forged in Battle* introduces new species, specializations, and signature abilities, as well as a sizable collection of new weapons, armor, gear, and vehicles. Meanwhile, Game Masters will find helpful hints on running combats in different terrain, using the changes in environment to better suit the tastes of your Soldiers, as well as all other combat-focused characters. Scheduled to ship in August 2016.

FFG SWA42\$29.95

STAR WARS IMPERIAL ASSAULT: THE GRAND INQUISITOR VILLAIN PACK

First introduced in the *Star Wars: Rebels* TV show, The Grand Inquisitor is one of the most feared villains of the galaxy. Whether you play with The Grand Inquisitor in a skirmish game or face him in a campaign, his prowess with the Force and mastery of lightsaber combat make him a deadly opponent. With a new three-card Agenda set, a new Item card, and three new Command cards, *The Grand Inquisitor Villain Pack* for Imperial Assault propels the Empire forward in their quest for galactic domination! Scheduled to ship in August 2016.

FFG SWI30\$9.95



STAR WARS LCG: MEDITATION AND MASTERY FORCE PACK

Throughout the *Opposition Cycle*, the rivalries and feuds between affiliations dominate the game. Now, with *Meditation and Mastery*, the third Force Pack in the *Opposition Cycle* for *Star Wars: The Card Game*, you'll find ten new objective sets (two copies each of five distinct sets) that grant new options for every affiliation. New affiliated fate cards for the Rebel Alliance and the Imperial Navy offer new edge battle tactics, plus you'll also gain the opportunity to fly and fight alongside recognizable characters from the *Star Wars* saga, including Wedge Antilles, Nien Nunb, and Admiral Scream. Scheduled to ship in August 2016.

FFG SWC33\$14.95

SPOTLIGHT ON



STAR WARS RPG: THE FORCE AWAKENS - BEGINNER GAME

Enjoy all-new adventures in the *Star Wars* universe with *The Force Awakens Beginner Game*! The perfect entry into the *Star Wars* roleplaying experience, *The Force Awakens Beginner Game* introduces a complete, learn-as-you-go adventure that carries you from the sands of Jakku deep into the heart of a mystery that could change the course of the galaxy. Just open the box, select your character, and let the Force flow through you! Pre-generated character folios keep the rules right at your fingertips, while custom dice and an exciting narrative gameplay system advance your story with every roll. Set during the rule of the New Republic and just prior to the events of *The Force Awakens*, *The Force Awakens Beginner Game* contains everything players need to play their part in the struggle between the First Order and the Resistance. Scheduled to ship in August 2016.

FFG SWR09\$29.95

STAR WARS X-WING MINIATURES GAME: THE FORCE AWAKENS - HEROES OF THE RESISTANCE EXPANSION PACK

Rey, Finn, Poe Dameron, and the heroes of *The Force Awakens* fight for freedom with the *Heroes of the Resistance Expansion Pack* for X-Wing! Featuring new sculpts for the Millennium Falcon and Poe Dameron's black-and-orange T-70 X-wing, *Heroes of the Resistance* also expands your fleet with three unique X-wing pilots, as well as new versions of Han Solo and Chewbacca. Meanwhile, the pack's eighteen upgrades introduce new elite pilot talents, Tech upgrades, and unique Title upgrades for both the *Millennium Falcon* and *Black One*. Scheduled to ship in August 2016.

FFG SWX57\$39.95



WARHAMMER 40K CONQUEST LCG: SEARCHING FOR TRUTH WAR PACK

On the surface of Nectavus VI, an ancient being has waited and watched for centuries. As blood rains down and the power of the Warp is unleashed, this ancient watcher rises at last! Journey deeper into the treacherous jungles of Nectavus VI with *Searching for Truth*, the fourth War Pack in the *Death World Cycle* for *Warhammer 40,000: Conquest*! *Searching for Truth* focuses on the new Deep Strike keyword, while Elite units continue to gain power and a new Necrons warlord lets you reap the rewards of repairing your warriors in the midst of battle. Scheduled to ship in August 2016.

FFG WHK19\$14.95

FERTI



YOKAI NO MORI

Yokai no Mori introduces two simpler versions of *Shogi* specifically designed for new and younger players: *Dobutsu Shogi* and *Goro-Goro Dobutsu Shogi*. Scheduled to ship in May 2016.

FRD 900008\$49.99



TAKARA ISLAND

Unearth hot springs (and fun) with this tile-based, worker-placement board game of exploration and relaxation. Scheduled to ship in May 2016.

FRD 900007\$54.99

Runebound

THE GILDED BLADE ADVENTURE PACK



CAUGHT IN A WEB SCENARIO PACK



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Caught in a Web Scenario Pack | RB02 | \$16.95
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FLOODGATE GAMES



EPIC RESORT

After a long run of dungeon delving and monster slaying, the heroes need a vacation - and you've set out to build an Epic Resort worthy of their presence! You'll leverage your workers' talents to draw in hapless tourists and fantasy heroes who are eager to spend their hard-earned gold and get some much-needed rest. However, the more you lure in the more likely pirates, two-headed giants, and other relentless monsters will attack! By earning points from attractions and heroes, cleverly managing your workers, and throwing your lazy peons into the jaws of a hungry dragon, you'll be victorious by building the most Epic Resort! Scheduled to ship in September 2016.
PSI FGGER01\$44.95



EPIC RESORT: VILLAIN'S VACATION EXPANSION

The darkest souls in the land have been busy plotting schemes and casting spells, but such extreme dedication to conquering heroes can be exhausting. So this time, the villains decide it's their turn for a tropical getaway - and it's up to you to provide a resort fit for Vampires, Witches, and Crazy Alchemists most foul! *Villain's Vacation* introduces new workers to command, new tourists to exploit, and new attractions to expand your *Epic Resort*. Scheduled to ship in September 2016.
PSI FGGERV01\$19.95



LITTLE FIREFIGHTERS

A fire has started and players must hurry to save the house before it's engulfed by the flames! In this co-operative game, you'll work together to help the firefighters reach the house before the fire does. If you succeed, the victory is shared and the fun is multiplied! Scheduled to ship in May 2016.
FOX LPP\$19.95



PICK A BRICK

In *Pick a Brick*, players take turns selecting bricks and removing them from the wall. But, be careful to pick your brick wisely, or the wall will collapse and the nesting hen will tumble to the ground! Scheduled to ship in May 2016.
FOX BRICKBIL\$19.99



TANGRAMINO

In *Tangramino*, puzzles range from a simple cat or house, to far more challenging shapes that, unlike regular tangrams, make use of the 3-dimensionality of the GeoBlocks. Scheduled to ship in May 2016.
FOX TANGBOXBIL\$34.95

FOXMIN D GAMES



DIG IT!

A Creative Child Magazine "Seal of Excellence" Award-Winning Game! In *Dig It!*, you're a dog in the park and your goal is to dig for bones. As you seem to be a creative, intelligent, and determined dog, you should be up for the challenge. So shift, turn, and flip one patch of grass at a time until you have fully revealed the crunchy delicious bone you've been dreaming of for the last few minutes! Scheduled to ship in May 2016.
FOX DIGITBIL\$24.95



DON'T ROCK THE CROC

Don't Make the Crocodile Angry! In *Don't Rock the Croc*, players place colorful wooden pieces on the croc's belly to make sure it's always balanced. But, be careful! If you're not precise, you'll end up rocking the croc causing the wooden pieces to tumble! Scheduled to ship in May 2016.
FOX CROC\$14.99



JUNGLE SMART

In *Jungle Smart*, the first player to find the correct set of commands that will instruct the animals to move from their starting position to the target position wins! Scheduled to ship in May 2016.
FOX SMART\$19.95

FUNKO



FIVE NIGHTS AT FREDDY'S 16" PLUSHES

Five Nights At Freddy's is an online and mobile game sensation! These 16" plushes of Foxy and Freddy are perfect for fans of the point-and-click survival horror game! Scheduled to ship in May 2016.

FOXY

DIA STL001371PI

FREDDY

DIA STL001372PI

GALE FORCE NINE



MINIATURES TOOLS: LASER LINE

Scheduled to ship in June 2016.

GF9 GFG050\$9.99

GAMES AND GEARS



DIAMOND FILE SET

Scheduled to ship in August 2016.
GNG 00040\$17.00

DLB SIGNATURE MASTERCLASS SET (3)

Scheduled to ship in August 2016.
GNG 00060\$50.00

DLB TECHNICAL DETAIL DRYBRUSH

Scheduled to ship in August 2016.
GNG 00062\$11.00



DLB TECHNICAL DRYBRUSH

Scheduled to ship in August 2016.
GNG 00061\$12.50



DLB TECHNICAL SERIES BRUSH SET (4)

Scheduled to ship in August 2016.
GNG 00032\$50.00

DLB TECHNICAL WAKISASHI

Scheduled to ship in August 2016.
GNG 00063\$12.50



DUAL WIELD HANDLE

Scheduled to ship in August 2016.
GNG 00019\$12.00



HOBBY CUTTERS WITH CASE

Scheduled to ship in August 2016.
GNG 00041\$17.00



ICHIBAN SYNTHETICS SET WITH CASE (3)

Scheduled to ship in August 2016.
GNG 00018\$31.99



KATANA FREEHAND BRUSH

Scheduled to ship in August 2016.
GNG 00031\$15.00



MASTER BRUSH TOWEL

Scheduled to ship in August 2016.
GNG 00013\$6.00



MASTERS BRUSH SOAP

Scheduled to ship in August 2016.
GNG 00014\$6.00



MASTERS HYBRID BRUSH 00-0

Scheduled to ship in August 2016.
GNG 00007\$13.00



MASTERS HYBRID BRUSH 1-2

Scheduled to ship in August 2016.
GNG 00008\$13.50



MASTERS HYBRID BRUSH 3LX-4RX

Scheduled to ship in August 2016.
GNG 00009\$14.00

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Scheduled to ship in August 2016.

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PRO LINE RED SABLE BRUSH SET (4)

Scheduled to ship in August 2016.
GNG 00016\$50.00



PRO LINE RED SABLE ICHIBAN SURVIVAL KIT

Games & Gears Pro line: Sizes: 00, 0, 1 & 2. Premium Quality Red Sable, Comes with G&G Case, Masters Soap brush, towel and gift box Scheduled to ship in August 2016.
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SEVENTH SAMURAI BRUSH STAND

Holds up to seven brushes Scheduled to ship in August 2016.

GNG 00012\$26.99

WGC HYDRA BASE COAT BRUSH

Scheduled to ship in August 2016.

GNG 00052\$6.00

WGC HYDRA BRUSHES

Scheduled to ship in August 2016.

DETAIL

GNG 00051\$5.00

LARGE

GNG 00054\$6.00

WGC HYDRA SYNTHETICS SET (4)

Scheduled to ship in August 2016.

GNG 00050\$23.00

WGC HYDRA WASH BRUSH

Scheduled to ship in August 2016.

GNG 00053\$6.00

GAMES WORKSHOP

CITADEL DICE CUBE: 12MM DICE (ASSORTED COLORS)

Twenty 12mm dice with a skull on the 1 pip.
GAW 65-36-NEW\$8.25



GORK AND MORK DICE

This set of 20 16mm, half-green, half-ivory dice feature either a Gork or Mork icon in place of the 1 pip.

GAW 66-78-NEW\$20.00

WARHAMMER 40K



DEATH FROM THE SKIES

Death from the Skies brings the white-knuckle intensity of aerial combat in the 41st Millennium to your tabletop! This supplement features new background information and updated rules for Flyers in Warhammer 40,000, including new rules for Attack Patterns, Wing Leaders, and Flyer Detachments, plus revised datasheets for every Flyer, including the new Space Marine Stormhawk Interceptor and Ork Wazbom Blastajet.

GAW 40-06-60-NEW\$58.00

TYRANTS OF THE UNDERDARK™

SEIZE THE UNDERDARK!

Take your place as a villainous leader of a drow house and fight for control of the Underdark. Build your deck throughout the game to recruit drow, dragons, cultists, and demon minions, and use them to assassinate enemy troops or infiltrate and control your opponents' strongholds. Choose your strategy carefully, though, for only one house can rule the Underdark!

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GAW 50-32\$65.00



SPACE MARINE ADEPTUS ASTARTES STORMHAWK INTERCEPTOR
GAW 48-42\$55.00

WARHAMMER FANTASY BATTLE



BATTLETOME: IRONJAWZ

Huge, hulking brutes, much taller and broader than a man, the Ironjawz rumble across the mortal realms in search of a good scrap. To them, nothing is so pleasing as the sound of battle - blades on metal, screams of the dying, the clamour and rattle of absolute violence is music to their ears. The most fightsome of all orruks, the Ironjawz are rightly feared all across the realms as their numbers swell and their Waaagh! grows ever larger. Megabosses stand astride massive, stompy Maw-krushas surrounded by thousands of lairy Brutes, Gore-gruntas charge into the foe with reckless abandon, and twitching, muttering Shamans spit forth waves of unpredictable sorcerous energy - the Great Waaagh! is coming, and the Ironjaws are at the forefront, ready to smash some teef in! Dedicated to the biggest and best orruks of the mortal realms, this awesome Battletome reveals the story of the Ironjawz; their history and organization (such as it is), guides to the warclans, and details of every unit, character, and monster in their army, showing you how to collect and organize Ironjawz for use in games of Warhammer: Age of Sigmar.

GAW 89-01-60-NEW\$40.00



GRAND ALLIANCE: DESTRUCTION

The followers of the Great Green God, Gorkamorka, spill onto the Mortal Realms in a motley patchwork of clans, mobs, and thuggish gangs all intent on absolute destruction! Drunken Aleguzzler gargants stagger into the fray, malodorous troggoshs and grots swarm over unfortunate foes, enormous greenskinz and Ironjawz kick in the teef of anyone nearby (up to and including each other, more often than not...) This Grand Alliance is a riotous, joyous blur of shouting and violence from which not even the landscape is safe! This indispensable Warhammer guide to the armies and factions of Destruction at the dawn of the Age of Sigmar features Warscrolls for every miniature, extensive information on the twelve factions, and sample armies to help you mix and match your collection into a fearsome fighting force.

GAW 80-11-60\$16.50



HOW TO PAINT: IRONJAWZ

GAW 89-03-60\$10.00



IRONJAWZ ORRUK 'ARDBOYZ (AKA BLACK ORKS)

GAW 89-21\$53.00



IRONJAWZ ORRUK BRUTES

GAW 89-29\$50.00



IRONJAWZ ORRUK GORE-GRUNTAS

GAW 89-30\$79.00



IRONJAWZ ORRUK MAW-KRUSHA

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VAMPIRE COUNTS BATTLETOME: FLESH-EATER COURTS

This Warhammer Battletome reveals the dark and terrible history of the Flesh-Eater Courts, from their origins in the Age of Myth as the original Court of the Carrion King, to those present-day descendants infesting the war-torn ruins of the Mortal Realms who share their sire's madness. Also included are bestiary entries and warscrolls for each unit, from the lowliest Crypt Ghoul to the 'noblest' Courtier, as well as explanations of the courtly hierarchies and the origins of the titles such as the Lord Liverbelch or the Marquis Gruelslop.

GAW 91-03-60\$35.00



VAMPIRE COUNTS FLESH-EATER COURTS CRYPT FLAYERS

GAW 91-13-NEW\$47.00



VAMPIRE COUNTS FLESH-EATER COURTS CRYPT GHOULS

GAW 91-12-NEW\$40.00



GORECHOSEN

A GAME OF BRUTAL ARENA
COMBAT IN THE AGE OF SIGMAR

Mayhem and madness are the sacraments of Khorne, and the Gorechosen - the dark champions of the Bloodbound - provide these offerings in abundance. In Gorechosen, these fiercely competitive warriors take to the arena, battling each other to demonstrate their worth to their mighty leader.

Featuring stunning miniatures and fast-paced, brutal gameplay, *Gorechosen* is a desperate, tactical battle royal in which only one fighter can triumph! Will your chosen champion dominate the arena, or be struck down in ignominy?



CONTENTS

4 Gorechosen
Champions · Arena board
4 Fighter Reference cards
52 Action, Initiative and
Critical Injury cards
Assorted tokens and dice



Made in
the UK

For 2-4 players

Play time
approx. 60 min

\$60 US
\$70 CAN

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games-workshop.com

Miniatures require assembly and painting.
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VAMPIRE COUNTS FLESH-EATER COURTS TERRORHEIST
GAW 91-08-NEW\$58.00



- HALFSIES DICE SETS (7 POLYHEDRAL)**
Scheduled to ship in August 2016.
- ADAMANTIUM**
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- THE HEIR**
IMP GKG239\$9.99
- LATTE DICE**
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IMP GKG226\$9.99
- YING YANG**
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GOODMAN GAMES



AGE OF CTHULHU: #9 THE LOST EXPEDITION
Deep in the Gobi Desert, the investigators discover a strange artifact amidst primordial fossils - a gateway to a conduit to travel throughout the cosmos, known as The Great White Space. Now, propelled to an alien world ruled by the Elder Things, a strange alien race of macabre scientists, and desperate to find a way home, the investigators must survive a hostile planet filled with mutant dinosaurs and the Elder Thing's amorphous and putrid slave-beasts, the shoggoths! Scheduled to ship in June 2016.
IMP GMG7099\$12.99

VAMPIRE COUNTS KING VLAGORESCU'S GHOULISH HOST

This fantastic value big box set contains 20 Crypt Ghouls, six Crypt Horrors, three Crypt Flyers, a Citadel Finecast Varghulf Courtier, and an Abhorrant Ghoul King on Terrorheist. The box also contains a warscroll battalion for fielding the entire host.
GAW 91-99\$180.00



WARHAMMER QUEST



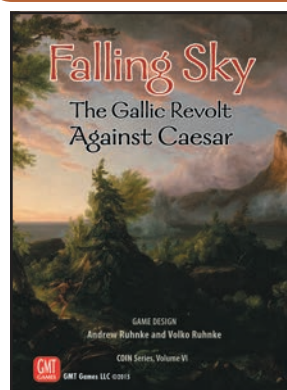
MIGHTY HEROES
This boxed set contains four miniatures (The Knight-Venator, a Tzeentch Sorcerer Lord, an Auric Rune priest, and a Slaughterpriest) for use with Warhammer Quest: Silver Tower and Warhammer: Age of Sigmar.
GAW WQ-10\$55.00

SILVER TOWER

Throughout the mortal realms the legends of the Silver Tower are recounted with awe and admiration. Tales of disparate champions, good and evil, brought together by naught more than fate, battling against sanity-shredding horrors in the ever-shifting domain of the Gaunt Summoner of Tzeentch. Tales of bravery, heroism, treachery, and betrayal. Tales of teamwork, success, and glory-hunting failure. Some who tackle the Silver Tower seek a boon from the Gaunt Summoner, others wish to learn his true name that they might destroy him. All must face foul, writhing monsters, bizarre, labyrinthine corridors bristling with traps, and strange, maddening riddles before they even gain the chance to stand before his fell sorcery. Brave warriors enter the deadly Silver Tower of Tzeentch seeking treasure and renown in the first strategy board game set during the Age of Sigmar!
GAW WQ-01-60\$150.00



GMT GAMES



FALLING SKY - THE GALIC REVOLT AGAINST CAESAR
Winter, 53 BC. In a series of brilliant and brutal campaigns, Caesar has seized Gaul for Rome. But not all tribes rest subdued. In the north, the Belgic leader Ambiorix springs a trap on unwary legions while Caesar is away. In the south, an ambitious son of the Arverni seeks to unite a Celtic confederation in revolt against the hated Romans. And what of the influential Aedui? Their republic appears content to shelter under Roman protection - but can they be trusted any further than any other Gauls? Meanwhile, along the Rhine, Germanic warbands multiply... *Falling Sky* takes 1 to 4 players into the military actions and complex politics of Roman-occupied but not-yet-conquered Gaul. Scheduled to ship in May 2016.
GMT 1514\$80.00



JUDGES GUILD: CITADEL OF FIRE
In cooperation with Judges Guild, Goodman Games is pleased to present the original *Citadel of Fire*! Published in the same 1E rules set as the original edition, this scenario is scanned from an original printing, and features new material by Michael Curtis, including a fully authorized, newly-created random table that determines the contents of a wizard's or alchemist's workshop, suitable for use in ransacking the Alchemists Laboratory (Level D, Room #3) or the Wizards Workshop (Level E, Room #2). *Citadel of Fire* also includes a second new chapter which provides more detail and game statistics on the eight apprentices of Yrammag which are briefly described within the original adventure. Scheduled to ship in August 2016.
IMP GMG4613\$24.99

GATE KEEPER GAMES

A.D.A.P.T. STRATEGY DICE GAME

Tip The Scales in A.D.A.P.T.! In this uniquely themed, strategy card and dice game, choose your starting guppy, then quickly adapt to become the most powerful Master Fish in the sea with any combination of aquatic bodies and parts you can mash-up to fillet the competition! Will your Dolphin with the armored scales of an Arampaima, the mouth of a giant Sea Bass, the bioelectricity of an Eel, and the tail of a Thresher Shark prove victorious by ramming other fish with its lethal Swordfish horn? Or will your Sailfish with a Clownfish Tail, poisonous Lionfish pectoral fins, and Anglerfish Light Node be the last Master Fish alive? Scheduled to ship in August 2016.
IMP GKG301\$39.99



A.D.A.P.T. EXPANSION 5 IN 1 DISPLAY

This megaton expansion for A.D.A.P.T. contains five distinct Expansion Packs (Octo, Fantasy, Reptile, Guppy, and Mech). Now there's no reason that your Giant Squid with the wings of a Pegasus and claws of a Dragon can't claim victory through use of torpedoes from inside its tortoise shell! Scheduled to ship in August 2016.
IMP GKG370\$19.99



FIFTH EDITION FANTASY:

#10 THE CASTLE IN THE SKY

Bold adventurers cross paths with an ancient castle, adrift in the winds above. They are heroes foretold by the architect and ruler of the palace, the ancient elven wizard Kaligby, who has been seeking them, across time and space, to aid in uncovering an ancient evil that has lead to centuries of warfare and death. What will they discover as they walk the history of the Castle in the Sky? Scheduled to ship in August 2016.

IMP GMG55510.....\$9.99

GREENBRIER GAMES



GRIMSLINGERS

Welcome, stranger! Guess yer the newest addition to our ragtag group of 'slingers! The Iron Witch, a downright mysterious being, has imbued you with powerful magics for some unknown purpose. Now, he's requiring all newly sired witches, including yerself, to duel each other and prove your worth! Battle strange creatures, overcome intense challenges, collect loot and paranormal items, gain levels, and explore the Forgotten West in *Grimslingers*, a strategic card game set in a sci-fi fantasy western where players use elemental spells, their wits, and just the right amount of luck to survive - and win! Scheduled to ship in September 2016.

PSI GNEGS01\$29.95

GRIMSLINGERS: DUELS
(STAND ALONE)

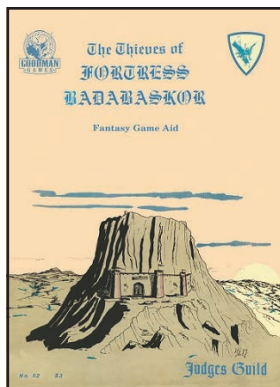
Don't Get Dead! *Grimslingers: Duels* is a strategic, micro card game set in a sci-fi fantasy western where players use elemental spells, their wits, and just the right amount of luck to overcome their opponents. Scheduled to ship in September 2016.

PSI GNEGS02\$9.95

JUDGES GUILD DELUXE
OVERSIZED COLLECTOR'S EDITION

The *Judges Guild Deluxe Oversized Collector's Edition* compiles three of the most famous *Judges Guild* adventures: *Tegel Manor*, *Thieves of Fortress Badabaskor*, and *Citadel of Fire*. All three scenarios are scanned from original printings and includes a gallery of the classic covers. Scheduled to ship in August 2016.

IMP GMG4614.....\$100.00

JUDGES GUILD: THIEVES OF
FORTRESS BADABASKOR

In cooperation with *Judges Guild*, Goodman Games is pleased to present the original *Thieves of Fortress Badabaskor*! Published in the same 1E rules set as the original edition, this scenario is scanned from an original printing, and features new material by Michael Curtis, including a fully authorized, new, expanded look at the dragon caves on *Dungeon Level Three* (including a new map!) and a more detailed examination of the factions at work on *Dungeon Level Four*. Scheduled to ship in August 2016.

IMP GMG4612.....\$24.99

DUNGEON CRAWL CLASSICS:
CHUCK'S LUCKY DICE

Calm, collected, and cool, the lucky thief Chuck Plimpton always gets away just in the nick of time. Cards are always aces in his hands, and his dice always roll high. This set of 14 gaming dice contains the very dice that Chuck uses to while away the hours in the thieves' guild halls. Care to test your luck? Scheduled to ship in June 2016.

IMP GMG6043.....\$24.99

DUNGEON CRAWL CLASSICS RPG
JUDGES SCREEN

Featuring exterior paintings by Doug Kovacs, this three-panel screen contains the most frequently consulted *Dungeon Crawl Classics* tables and reference materials. Scheduled to ship in June 2016.

IMP GMG5102JS.....\$9.99

FIFTH EDITION FANTASY:

#8 EYE OF THE LEVIATHAN

Murder! Ripples of shock pour through the wee hours of the sleepy fishing shanty of Port Scuttle. An innocent, young fishmonger, beloved by the locals, has been brutally murdered in her own shop. Stunned by the grisly act, the typically hardened townsfolk turn to powerful heroes to investigate the gruesome deed. Could the fishmonger's recent discovery of a massive black pearl be a possible motive? Scheduled to ship in June 2016.

IMP GMG5558.....\$9.99

FIFTH EDITION FANTASY:

#9 THE FALLEN TEMPLE

Fighting against the biting winds and relentless snow to reach the other side of the mountain range known as the Demon's Teeth, a team of adventurers passes the evenings around the campfire listening to your guide's folktales of horrific beasts, bottomless ice pits, and a forgotten temple and its corrupted priestess. And now, with temperatures dropping and a legendary beast in pursuit, these heroes must decide whether to push on or take shelter and fight against an awakened evil that demands worship - or delivers death! Scheduled to ship in August 2016.

IMP GMG5559.....\$9.99

JUDGES GUILD: TEGEL MANOR

In cooperation with *Judges Guild*, Goodman Games is pleased to present the original *Tegel Manor*! Published in the same 1E rules set as the original edition, this volume is scanned from an original printing, with two 11" x 17" maps (a double-sided landscape and castle map, and a map of the castle). It also features new material by Michael Curtis, including alternate paintings for the manor, plus a complete *Temple of Tsathoggus* mini-adventure. Scheduled to ship in August 2016.

IMP GMG4610.....\$29.99



DUNGEON CRAWL CLASSICS: #89 CHAOS RISING (SKETCH COVER)

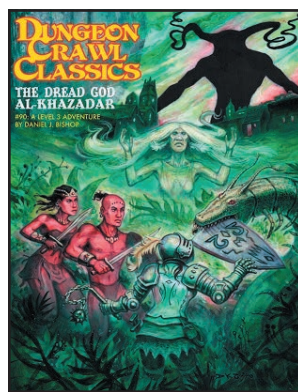
This special compilation collects several of the short, hard-to-find *Dungeon Crawl Classics* modules that have been published in alternate locations over the years, including adventures previously available only for Free RPG Day, produced exclusively for the Goodman Games Road Crew, or created for special events and conventions. Scheduled to ship in June 2016.

IMP GMG5090S.....\$19.99

DUNGEON CRAWL CLASSICS: #90
THE DREAD GOD OF AL-KHAZADAR

To Save a City, To Save a World! The end is night! A shadow falls on Punjar, and panic fills the streets. This doom cannot be fought, nor outrun. Unless... From the lightless depths below the city streets, you must find the way to the alien world of Madkeen and learn the secret that will save you - or perish in the attempt! This Level 4 *Dungeon Crawl* pits adventurers against the dread machines of Al-Khazadar, the savage hordes of the P'quoth, and the indifference of the fate-denying Madka. Scheduled to ship in June 2016.

IMP GMG5091K.....\$9.99

DUNGEON CRAWL CLASSICS:
ALAMANTER'S EXTRASPIACIAL
ANGULARITIES

The enigmatic Alamanter long ago mastered the mystifying arts, and has since grown bored with the tedium of mere matter. His games of chance utilize space-bending angles from the places beyond comprehension, and now for the first time, you can experience his extraspatial angularities with this set of 14 gaming dice! Scheduled to ship in June 2016.

IMP GMG6044.....\$24.99



GREEN COUCH GAMES



AVALANCHE AT YETI MOUNTAIN

It's a race to the finish when some super-smart, yet somehow clueless, engineering students invent rocket-powered skis and decide to test them out at Yeti Mountain! Activate rocket jumps to overshoot the competition, outrun the avalanche, and void the yeti that has been awoken from his slumber by all of the rocket-powered racket! The last skier standing, or the skier who makes it to the bottom of Yeti Mountain is the one who comes out on top! Scheduled to ship in May 2016.

IMP GCG004\$20.00

GREEN RONIN PUBLISHING

SPOTLIGHT ON



DRAGON AGE RPG: GAME MASTERS KIT (REVISED)

A key accessory for your *Dragon Age* RPG campaigns, the *Game Master's Kit* features a three-panel, hardback screen that gathers all the essential game info, complete with four quick reference cards that put the stunts and actions at your fingertips, a combat tracker that you can write on with wet or dry erase markers, and a brand-new adventure that takes your PCs into the Deep Roads. Scheduled to ship in May 2016.

GRR 2810\$24.95

HASBRO

SPOTLIGHT ON



ROBO RALLY

Enter the world of mad machines and dangerous schemes in the *Robo Rally* board game! Reimagined by Richard Garfield, players in this strategic race of survival and sabotage control their robot with game cards which reveal directions on how the robots can move through the hectic *Robo Rally* automobile factory. Use strategy to outsmart rival robots while racing towards each checkpoint in your chosen course in numerical order. Beware of factory obstacles such as industrial lasers, gaping pits, and moving conveyor belts that can make or break the race. The first player to reach all of the checkpoints wins and becomes an ultimate race legend! Scheduled to ship in August 2016.

MLB B8905.....PI

IDW GAMES

BED, WED, DEAD: A GAME OF DIRTY DECISIONS

In *Bed, Wed, Dead*, a roll of the dice will give you three names, and then the rest is up to you! Will you choose to wed Maid Marian and murder Morgana? How about one night with Jimmy Fallon vs. a lifetime with Jimmy Kimmel? There's no easy choices, only easy laughs as your friends watch you struggle while wagering on what you'll decide.

IDW 01111\$24.99



IELLO



OCEANOS

As a submarine captain, explore the deep blue in search of rare underwater animal species, forgotten treasures, or priceless pearls in *Oceanos*! Scheduled to ship in August 2016.

IEL 51301\$39.99

SPOTLIGHT ON



NOT ACTUAL ART

WELCOME BACK TO THE DUNGEON

This stand-alone expansion for *Welcome to the Dungeon* introduces four new characters and special monsters to the thrilling, push-your-luck dungeon crawl game. Scheduled to ship in August 2016.

IEL 51305.....\$14.99

JAPANESE GAMES



MANGAKA

Challenge your friends and your creativity in a battle against time in *MangaKa*, the hilarious, creative card game where players portray comic artists competing for fame over four rounds of frantic drawing! Players begin by drawing three Theme Cards to determine the subject of their comic. Then, they must render comics about their Themes before time runs out! Fleeting Trend Cards add another dimension of strategy: your fickle readers may demand Science Fiction, Fantasy, Shōjo Manga, Sports, Destruction, or any one of 52 Trends! Scheduled to ship in August 2016.

GGD JPG120PI



NARUTO SHIPPUDEN: THE BOARD GAME

Naruto Shippuden: The Board Game is a cooperative game based on the travels of Naruto and his friends at the beginning of the *Naruto: Shippuden* series. The Akatsuki, a criminal ninja organization, are hunting Jinchuriki: humans who are host to tailed beasts, of which Naruto is one. Taking on the roles of Naruto, Sakura, Kakashi, Rock Lee, Sai, and Shikamaru from the Hidden Leaf Village, players attempt to stop the Akatsuki from extracting the tailed beasts from their bearers and using them to power their ultimate weapon: The Gedo Mazo!

GGD JPG501PI

PLAYMAT

Scheduled to ship in July 2016.



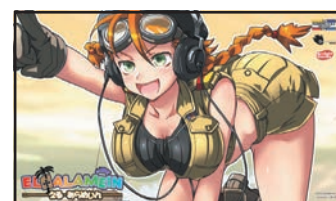
EL ALAMEIN MAP OVERSIZED

GGD PCA159PI



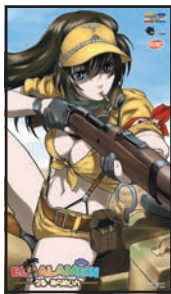
GENERAL WINTER

GGD PCA162PI



HEAVY TANK BATTALION

GGD PCA153PI



MOTORCYCLE BATTALION OVERSIZED

GGD PCA 158 PI



PANZER REGIMENT

GGD PCA 160 PI

KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE # 236

Scheduled to ship in September 2016.
KEN 236 \$5.99

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: DRAGONS OF LEGEND - UNLEASHED BOOSTER DISPLAY (24)

Spanning all five Yu-Gi-Oh! TV animated series, *Dragons of Legend - Unleashed* features key cards from the original *Dragons of Legend* and *Dragons of Legend 2* expansions! Highlights include Legendary Dragon cards Timaues, Critias, and Hermos, as well as Alexis Rhodes' "Cyber Angel" Ritual Monsters, the monster-protecting Scrum Force, and Jack Atlas' super-Tuner Red Nova monster, plus several new "Number" Xyz Monsters, the Number 100: Neron Dragon, and the Yu-Gi-Oh! ARC-V "Cardian" monsters based on the Japanese game of hanafuda. This 73-card expansion for the Yu-Gi-Oh! Trading Card Game is offered in 5-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82840-D \$95.76



YU-GI-OH! TCG: THE DARK ILLUSION BOOSTER DISPLAY (24)

Yugi's legendary Dark Magician gets a big boost with *The Dark Illusion*! *The Dark Illusion* gives Spellcasters access to powerful cards like Magician Navigation and Dark Magical Circle, and unleashes new monsters for Dark Magician Decks, including the Magician of Dark Illusion, Magician's Robe, Magician's Rod, and even a Toon Dark Magician that can Summon other Toons from your Deck! *The Dark Illusion* also introduces new themes like Metalfoes, SPYRAL, and Triamids! This 100-card expansion for the Yu-Gi-Oh! Trading Card Game is offered in 9-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82806-D \$95.76



YU-GI-OH! TCG: THE DARK SIDE OF DIMENSIONS MOVIE PACK DISPLAY (24)

Dark Magicians! Cubic Monsters! A New Villain! In 2017, a new Yu-Gi-Oh! feature-length film will hit movie theaters: *The Dark Side of Dimensions*! This new story, from original series creator Kazuki Takahashi, reunites the characters of the original Yu-Gi-Oh! TV series. Released in advance of the animated film, *The Dark Side of Dimensions* Movie Pack for the Yu-Gi-Oh! Trading Card Game conjures powerful, new Blue-Eyes and Magician cards as featured in the movie, reveals tasty, new flavors of "Magician Girl" monsters like Berry, Apple, and Kiwi, and introduces a new villain, Aigami, whose dimension-dueling "Cubic" monsters shut down your opponent's monster effects and prevent them from attacking! *The Dark Side of Dimensions* Movie Pack is a 57-card, all-Ultra Rare set containing 53 brand-new cards and four old favorites showcasing all-new artwork! 5-cards per pack / 24-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82887-D \$95.76

KOPLOW GAMES



BLACK VELVET GREEN SATIN LINED DICE BAG

Scheduled to ship in May 2016.

LARGE
KOP 18275 \$7.50
SMALL
KOP 18276 \$3.50



LEATHER DICE BAG

It may be our most-requested item: a sturdy, reliable, and downright AWESOME leather dice bag that closes tightly to keep the dice inside - where they belong. And here it is: Koplow's new leather dice bag features a superior drawstring closure that shuts the bag up tight so even the most frisky of dice won't find their way out. (Note that these bags are made from natural materials, so some variation of color may occur.) Scheduled to ship in May 2016.
KOP 18833 \$4.50

LEVEL 99 GAMES



EXCEED: RED HORIZON

Quick Enough to Teach, Deep Enough to Master! Exceed brings to life the speed, tactics, and variety of high-stakes fighting action! Choose your fighter and enter the arena! Each box of Exceed contains four complete character decks, each with their own unique attacks and abilities. Scheduled to ship in August 2016.

EVA & KADEN VS LILY & MISKA
IMP L99-EXRH2 \$25.00
GABREK & ULRIC VS ALICE & ZOIE
IMP L99-EXHR3 \$25.00
REESE & HEIDI VS VINCENT & NEHTALI
IMP L99-EXRH1 \$25.00
SATOSHI & MEI-LIEN VS
BAELKHOR & MORATHI
IMP L99-EXHR4 \$25.00

MAX PROTECTION



DECK BOX: REAP IT!

Scheduled to ship in June 2016.

MAX 100LLOT PI



JOLLY ROGER PIRATE FLAG

Scheduled to ship in June 2016.

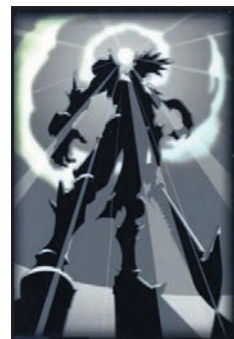
DECK BOX
MAX 100LYAR PI
MAGNETIC DOUBLE DECK BOX
MAX 300LYAR PI
PLAY MAT
MAX 8010MYAR PI
SLEEVES (50) (DISPLAY 8)
MAX 7060LYAR PI



MAGNETIC DOUBLE DECK BOX: ELEMENTAL 5 SYMBOL

Scheduled to ship in June 2016.

MAX 300LELM PI



UNDEFEATED!

DECK BOX
MAX 100LWRZ PI
PLAY MAT
MAX 8010MWRZ PI
SLEEVES (50)
MAX 7060LWRZ PI

MAYFAIR GAMES

FEATURED ITEM



OH MY GOODS!

In *Oh My Goods!*, players control a network of workshops and craftsmen in their quest to become the richest merchant in the realm! Beginning with the ability to make charcoal, use your resources to acquire cloth, meat, or other goods to increase your income, run your workshops, and hire assistants. Plan the most efficient path to profit in *Oh My Goods!* Scheduled to ship in June 2016.

MFG 3513 \$15.00

MERCURY GAMES



PRINCES OF THE RENAISSANCE

In Martin Wallace's *Princes of the Renaissance*, players take on the role of a Condottiere attempting to influence the major cities of Italy. Using money and power, players take a stake in one or more cities and use their resources to ensure that their chosen city gains prestige at the expense of others. Each city will attempt to attack or defend itself by hiring the players to lead their armies - but the outcome is not always as important to the Condottiere as gaining wealth or influence. Players will discover that even the Pope can be swayed...for the right price! Scheduled to ship in September 2016.

PSI MCY1601 \$60.00

MODIPHIUS



ACHTUNG! CTHULHU RPG: DARK TALES FROM THE SECRET WAR

Within the pages of this tome are thirteen unhallowed tales rooted in the universe of *Achtung! Cthulhu* featuring fiendish Nazi villains, audacious Allied heroes, blasphemous secret ceremonies, and twisted unspeakable monsters in a series of thrilling adventures ranging from the wilds of the South Pacific and the dark depths of the Black Forest, to the icy wastes of the Norwegian fjords. Scheduled to ship in May 2016.

IMP MUH050200 \$14.99

NOCTURNAL MEDIA



ADVENTURES IN THE EAST MARK RPG: CORE RULES BOX SET

Welcome to the East Mark, young adventurer! I know it wasn't easy to get here, but just consider the rewards: the wondrous treasures, the power and the glory that await you! It will not be easy to accomplish all of them; indeed, nothing is easy in the East Mark. You will have to work your way with your sword and your cunning. Be prepared to meet legendary characters and battle horrible monsters in dark dungeons or impregnable fortresses. I hope you have what you need. And no, I am not referring to your weapons or your faithful companions, although they will certainly be necessary. I was referring to something more important, something essential: your imagination! An English translation of the acclaimed Spanish roleplaying game 'Aventuras en La Marca del Este', *Adventures in the East Mark* stands at the crossroads of classic swords & sorcery and high fantasy. Scheduled to ship in September 2016.

PSI NMAEM \$59.99



MONSTER MANSION

Mummies, Vampires, and Zombies, oh my! The monsters of myth and legend have come to life inside the *Monster Mansion*, and you're cordially invited for the adventure of a lifetime! Either you and your friends make it out in time, or the portal collapses and leaves you trapped for all eternity! The *Monster Mansion* is waiting... do you dare to enter? Work as a team, fight your favorite monsters, gather gold, collect powerful artifacts, survive the dungeons, and make the ultimate escape in *Monster Mansion*, a fast-playing, cooperative, tile-laying game! Scheduled to ship in September 2016.

PSI NMMM1 \$49.00

OFFWORLD DESIGNS



MONSTER T-SHIRT

Scheduled to ship in May 2016.

(M)
OWD 4040-M PI
(L)
OWD 4040-L PI
(XL)
OWD 4040-XL PI
(XXL)
OWD 4040-XXL PI



DERPY THE OWLBEAR T-SHIRT

Scheduled to ship in May 2016.

(M)
OWD 40039-M PI
(L)
OWD 40039-L PI
(XL)
OWD 40039-XL PI
(XXL)
OWD 40039-XXL PI



GAMER ATHLETIC DEPT T-SHIRT

Scheduled to ship in May 2016.

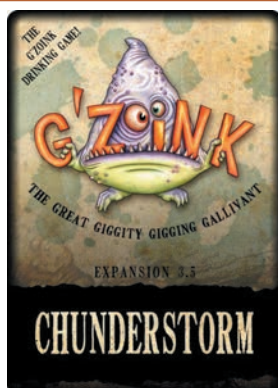
(M)
OWD 7044-M PI
(L)
OWD 7044-L PI
(XL)
OWD 7044-XL PI
(XXL)
OWD 7044-XXL PI

MUTHA OITH CREATIONS

G'ZOINK: EXPANSION 3.5 - CHUNDERSTORM

The giggities are hitting the booze and passing on their bad habits to you! This whimsically illustrated expansion transforms the *G'ZoinK* card game into a ridiculously fun drinking game overflowing with booze giggities and a horde of new lowdown cards! Scheduled to ship in April 2016.

S2P MOC30008 \$8.95





GIRL GENIUS LIGHTNING T-SHIRT

Scheduled to ship in May 2016.

(M)	
OWD 7040-M.....	PI
(L)	
OWD 7040-L.....	PI
(XL)	
OWD 7040-XL.....	PI
(XXL)	
OWD 7040-XXL.....	PI



GIRL GENIUS RUST T-SHIRT

Scheduled to ship in May 2016.

(M)	
OWD 7039-M.....	PI
(L)	
OWD 7039-L.....	PI
(XL)	
OWD 7039-XL.....	PI
(XXL)	
OWD 7039-XXL.....	PI



LIVE LONG SO SAY WE ALL T-SHIRT

Scheduled to ship in May 2016.

(M)	
OWD 12050-M.....	PI
(L)	
OWD 12050-L.....	PI
(XL)	
OWD 12050-XL.....	PI
(XXL)	
OWD 12050-XXL.....	PI

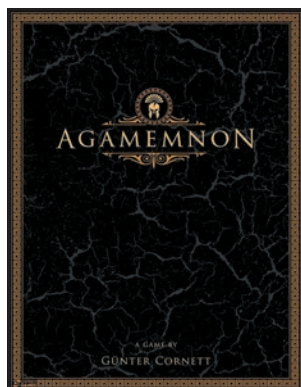


WRONG SIDE OF THE FORCE T-SHIRT

Scheduled to ship in May 2016.

(M)	
OWD 45109-M.....	PI
(L)	
OWD 45109-L.....	PI
(XL)	
OWD 45109-XL.....	PI
(XXL)	
OWD 45109-XXL.....	PI

OSPREY PUBLISHING



AGAMEMNON

None can defy Fate but the gods themselves! Driven by the ambition of their king, the Greeks have arrived on the shores of Troy. Some seek power, some revenge, while others seek the great moment in battle that will define their place in history. From veteran designer Gunter Cornett, *Agamemnon* is a fast-paced strategy board game in which two players take on the roles of ancient Greek gods during the Trojan War. By tactically deploying warriors to where they're needed across the board, each player may influence the final outcome of the battles famously detailed in Homer's *Iliad*. Some areas will be decided by the strength of your warriors, some by sheer weight of numbers, and others by the inspiration your heroes provide. Scheduled to ship in April 2016.

OSP OSG280..... PI



BOOTY

TO THE CLEVER GO THE SPOILS

AARGH...

SOMETIMES THE BIGGEST BATTLES START AFTER THE FIGHTIN' IS DONE!

3-6

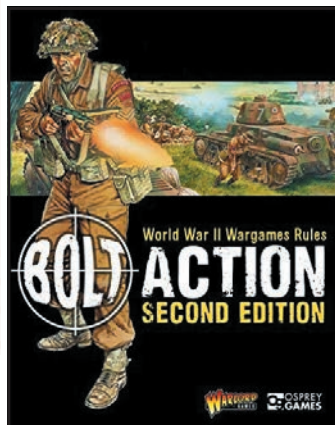
60-120

10+

Learn to Play

mayfairgames.com

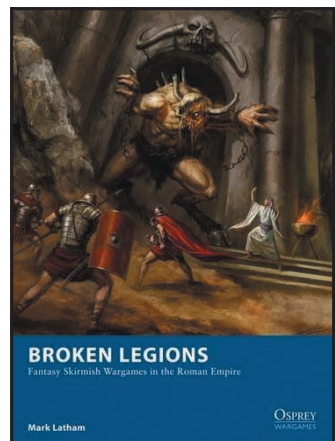
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BOLT ACTION: WORLD WAR II WARGAMES RULES - 2ND EDITION

This *Second Edition* of the best-selling *Bolt Action World War II Wargaming Ruleset* from Osprey and Warlord Games presents streamlined and refined rules, incorporating all the FAQs and errata compiled over four years of intensive gameplay. It is fully compatible with the existing range of supplements and also introduces new material. Written by veteran game designers Alessio Cavatore and Rick Priestley, *Bolt Action* provides all the rules needed to bring the great battles of World War II to your tabletop. Using miniature soldiers, tanks, and terrain, you can fight battles in the shattered towns of occupied France, the barren deserts of North Africa, and even the sweltering jungles of the Pacific. Scheduled to ship in May 2016.

OSP BTC080 PI



BROKEN LEGIONS: FANTASY SKIRMISH WARGAMES IN THE ROMAN EMPIRE

The Roman Empire rules the civilized world with an iron fist, seemingly all-powerful and limitless. And yet the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths, and beast-haunted caverns, they seek out artifacts hidden by the gods themselves, hunt creatures of myth, and face enemies that would use dark magic against the empire. *Broken Legions* introduces a set of fantasy skirmish rules for a war unknown to history, fought in the shadows of the Roman Empire. Scheduled to ship in April 2016.

OSP OWG015 PI



ELF WARFARE

Although few in number, elves produce the most skilful and deadly warriors of all the races. Renowned for their archery and agility, they are mostly associated with hit and run tactics; however, they should not be underestimated in open battle. This book compiles all of the information known about these elegant warriors and how they practice war. From an initial examination of the fighting methods of the individual Elf fighter, it expands to look at how they do battle in small companies and vast armies. It covers all of their troop types from their justifiably famous bowmen and swordmasters to their lightning fast cavalry, making note of regional variations and highly specialized fighters such as war mages. Scheduled to ship in March 2016.

OSP OBK564 PI



FROSTGRAVE: INTO THE BREEDING PITS

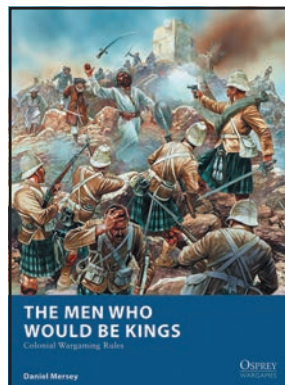
With this supplement for *Frostgrave*, players can lead their warbands into the vast network of catacombs, sewers, and dungeons that run underneath the Frozen City. It was in these dark confines that the ancient wizards known as Beastcrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. Along with a host of new scenarios, treasures, soldiers, and creatures, the sourcebook also contains rules for the traps and secret passages that are often found in the dungeons. With wonderful and rare magical treasures to be discovered, will players risk taking their warbands down into the Breeding Pits? Scheduled to ship in March 2016.

OSP FGV002 PI



for *Konflikt '47* offers everything required to build a force that incorporates the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival. Scheduled to ship in April 2016.

OSP BTC016 PI



THE MEN WHO WOULD BE KINGS: COLONIAL WARGAMING RULES

The Men Who Would Be Kings introduces a set of rules designed for fighting historical and colonial battles in the mid- to late-Nineteenth Century, from the Indian Mutiny to the Boxer Rebellion. Although focusing on the British colonial wars against the Zulus, Maoris, and others, these rules also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Scheduled to ship in May 2016.

OSP OWG016 PI

KONFLIKT '47

With the development of atomic weapons, the world changed. The testing of a prototype nuclear device by the Manhattan Project opened a rift in the fabric of space, while the Fat Boy atomic bomb dropped on Dresden in March 1944 created a second rift. As German and U.S. scientists set to work studying the phenomenon, they began to receive radio signals through the rifts - messages sent from unknown originators wanting to help each nation's war efforts. As the messages were deciphered, discoveries were made that allowed each nation to make huge leaps in industrial and scientific research. Despite repeated pleas and demands from their allies, both the United States and Germany were reluctant to share the messages coming through the rifts. Stalin then declared the United States an enemy in May 1944: the Soviet Union would end the war on its own. Using the *Bolt Action* rules system, this rulebook



MORE TINY GAMES FOR KIDS: GAMES TO PLAY WHILE OUT IN THE WORLD

From award-winning game designers Hide & Seek come tons of brand-new games for real-world play. *Tiny Games* takes traditional parlor games and adds a touch of modern game design know-how to allow any number of players to have fun, whatever they're doing. *More Tiny Games for Kids* provides even more games for parents to play with young children, including a special section on games to play while travelling with kids on trains, planes, and automobiles. Scheduled to ship in April 2016.

OSP OSG259 PI

OSPREY MILITARY HISTORY CALENDAR 2017

Showcasing 12 favorite pieces of Osprey artwork from recent publications, including works by illustrators such as Peter Dennis, Graham Turner, Steve Noon and Howard Gerrard, this beautifully illustrated calendar covers all eras of military history and is the ideal gift for the Osprey enthusiast and general military history fan. Scheduled to ship in July 2016.

OSP CAL2017 PI

PAIZO PUBLISHING

SPOTLIGHT ON

THE GAMERS: DORKNESS RISING - THE DEFINITIVE BLU-RAY

Struggling writer Lodge (Nathan Rice) isn't asking for much: he wants his gaming group to finish playtesting his table-top adventure, rather than killing, looting, and debauching his fantasy world. Desperate to save the integrity of his story from the whims of his players' crazy characters, Lodge allows Joanna (Carol Roscoe) to join the game. With Joanna's help, the group's characters progress deeper into the fantasy game world to retrieve the Mask of Death from the evil necromancer Mort Kemnon (Geoff Gibbs). Will their choices in the game save their friendships in real life... or will Mort Kemnon triumph unopposed? Scheduled to ship in June 2016.

PZO DGPDR001 \$29.99



PATHFINDER ADVENTURE CARD GAME: WARPRIEST CLASS DECK

The Gods' Favored Weapon! Warpriests are dedicated to slaying their god's foes wherever they stand. The *Warpriest Class Deck* accessory for the *Pathfinder Adventure Card Game* allows players to bring these holy warriors to any Base Set, including the mysterious *Mummy's Mask* campaign! The 109-card *Warpriest Class Deck* contains three new characters - including a new version of the iconic warpriest Oloch - and both new and familiar favored weapons, spells, and other boons that will serve your warpriest through an entire *Adventure Path*. Scheduled to ship in September 2016.

PZO 6819\$19.99



PATHFINDER RPG: ADVENTURE PATH - STRANGE AEONS PART 2 - THE THRUSHMOOR TERROR

"The Thrushmoor Terror" is a *Pathfinder Roleplaying Game* adventure for 4th-level characters. The adventure continues the *Strange Aeons* *Adventure Path*, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cihulhu Mythos. A selection of new monsters, a gazetteer of the town of Thrushmoor, details on the Great Old One Hastur, and the next installment of a new *Pathfinder's Journal* round out this volume of the *Pathfinder Adventure Path*. Scheduled to ship in September 2016.

PZO 90110\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - INNER SEA TEMPLES

From modest shrines to soaring cathedral spires, the seats of godly faiths fill the lands of the Inner Sea. Now, *Game Masters* and players alike can explore the inner workings of six of the *Pathfinder Roleplaying Game's* most iconic faiths. Each comes complete with a detailed map, profiles of the temple's notable members, a history of the structure and organization, and plot hooks for parties both allied with and opposed to the church's goals. Featured temples include Cayden's Hall, the center of worship for the Drunken God; a bank of Abadar, god of commerce and civilization, in a frontier jungle settlement on the verge of revolution; and a shrine to pain and darkness in the shadow-enshrouded capital of Nidal, a nation dedicated to Zon-Kuthon, the Midnight Lord. Scheduled to ship in September 2016.

PZO 9296\$19.99



PATHFINDER RPG: PAWNS - HELL'S VENGEANCE PAWN COLLECTION

Key monsters and NPCs from the *Hell's Vengeance* *Adventure Path* come alive on your tabletop with the *Hell's Vengeance Pawn Collection*, featuring more than 100 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the *Hell's Vengeance* campaign, including angels, archons, devils, knights, and paladins of the *Glorious Reclamation*, plus dozens of unique creatures and characters. Scheduled to ship in September 2016.

PZO 1022\$24.99

SPOTLIGHT ON



PATHFINDER RPG: ADVENTURE PATH - CURSE OF THE CRIMSON THRONE HARDCOVER

Return to a classic *Pathfinder Adventure Path* with *Curse of the Crimson Throne*! The city of Korvosa is in chaos, and her new queen may well be the source - can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense tome collects the six classic *Curse of the Crimson Throne* adventures, and has everything you need to run an entire, full-length campaign. Scheduled to ship in September 2016.

PZO 1021\$59.99



PATHFINDER RPG: BESTIARY (POCKET EDITION)

Here There Be Monsters! What is a hero without monsters to vanquish? Within this tome you'll find fire-breathing dragons and blood-drinking vampires, vile demons and shapechanging werewolves, sadistic goblins and lumbering giants, and so much more! Yet not all the creatures in this book are enemies, for some can serve lucky heroes as allies or advisors, be they summoned angels or capricious nymphs. And it doesn't stop there - with full rules for advancing monsters, adapting monsters to different roles, and designing your own unique creations, you'll never be without a band of hideous minions again! Now available in a compact and cost-effective size, this must-have companion presents hundreds of different creatures for use in the *Pathfinder Roleplaying Game*! Scheduled to ship in July 2016.

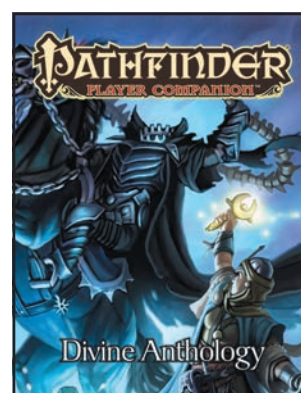
PZO 1112-PE\$19.99



PATHFINDER RPG: CORE RULEBOOK (POCKET EDITION)

Enter a Fantastic World of Adventure! The *Pathfinder Roleplaying Game* puts you in the role of a brave adventurer fighting to survive in a world beset by magic and evil. Will you cut your way through monster-filled ruins and cities rife with political intrigue to emerge as a famous hero laden with fabulous treasure, or will you fall victim to treacherous traps and fiendish monsters in a forgotten dungeon? Your fate is yours to decide! Featuring all the player and *Game Master* rules in a single volume, this streamlined, low-cost, smaller-dimension edition of the best-selling *Pathfinder Roleplaying Game Core Rulebook* is the definitive entry-point for a lifetime of *Pathfinder* adventures! Scheduled to ship in July 2016.

PZO 1110-PE\$24.99



PATHFINDER RPG: PLAYER COMPANION - DIVINE ANTHOLOGY

To know the Word of your God, you should read the Book of your God! The sacred texts of Golarion's gods hold secrets divine and profane. *Pathfinder Player Companion: Divine Anthology* presents numerous texts tied to interpretations of the holy (and unholy) gods of Golarion. From the *Majestic Book of the Prime Ascended* to various divine Apocrypha, several books of divine commentary are presented, along with new archetypes, spells, subdomains, and other support material for player characters of any class. Scheduled to ship in September 2016.

PZO 9472\$14.99



PATHFINDER RPG: FLIP-MAT - MYTHOS DUNGEON

Whether you are struggling to maintain your sanity in a mind-warping dungeon filled with elder evils or simply looking for a good place to curl up and drool, *Pathfinder Flip-Mat: Mythos Dungeon* has you covered. Each side of the *Flip-Mat* features the ruins of a madness-inspired dungeon home to alien entities probably best left undisturbed. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in September 2016.

PZO 30076\$14.99

PALLADIUM BOOKS

RIFFS RPG: COALITION STATES: HEROES OF HUMANITY ARSENAL

This *RIFFS* sourcebook features new Coalition armor, power armor, robots, combat vehicles, and related material. Scheduled to ship in May 2016.

PAL 0893\$16.95

RIFFS RPG: HAUNTED TECH

Secrets from the past escape that are both a blessing and a curse to the future in *Haunted Tech*! Scheduled to ship in May 2016.

PAL 0894\$16.95

PASSPORT GAME STUDIOS



QUARTZ

From the designers of *Sheriff of Nottingham* & *Warehouse 51!* Dwarves are brave, determined, hard-working, and enjoy a gamble. In *Quartz*, you and your fellow Dwarves discover a new mine rich with valuable crystals. Excited by the discovery, you've decided to make a wager - whomever can extract and sell crystals for the most profit after five days will become the owner of the mine! But, Beware! Your "friends" will stop at nothing to win, and every swing of your trusty pickaxe risks uncovering more than just crystals! How deep will you dig, how far will you go, and how hard will you work to be the mine's owner in *Quartz*? Scheduled to ship in August 2016.

PGS 205\$29.99

PELGRANE PRESS



GUMSHOE RPG:

CTHULHU CONFIDENTIAL

A one-on-one, roleplaying game experience designed for a single player and game master, *Cthulhu Confidential* drops your hero into the noir nightscape of hard-boiled-era Los Angeles, New York, or Washington, DC. Meet power brokers and politicians, rub shoulders with Hollywood studio bosses and fiery evangelists, and face narrow-eyed G-Men, bent cops, and dangerous crime lords. But, beneath it all, under the scrim of all this human endeavor, lives corruption so old and inhuman you'll need all your courage and resourcefulness to face it! Choose one of three heroes with their own settings and adventures: Langston Wright, an African-American war veteran and scholar in WWII-era DC with a keen intellect; Dex Raymond, a hard-boiled private detective in 1930s Los Angeles with a nose for trouble; or Vivian Sinclair, *The New York Herald's* most determined scoop-hound. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering their town's secret truths. But what happens when you scratch the veneer of human malfeasance to reveal an eternal evil-the malign, cosmic indifference of H.P. Lovecraft's Cthulhu Mythos? Scheduled to ship in August 2016.

IMP PELGOC01\$34.95



NIGHT'S BLACK AGENTS RPG: THE EDM FILES

The Dead Travel Fast! Operation Edom is the top-secret section of MI6 dedicated to thwarting and, ultimately, controlling Dracula and his spawn. From the mountains of Bulgaria to the streets of Berlin, from the Russo-Turkish war and the War on Terror, from 1877 to the present day, play MI6 agents, their predecessors, and even their foes in eight desperate missions against the undead for *Nights Black Agents! The Edom Files* stands alone as a compendium of one-shot adventures, but combine it with the *Dracula Dossier Director's Handbook* to flash back into Edom's history, or play through it all as a century-spanning epic. Scheduled to ship in August 2016.

IMP PELGN09\$26.95



NIGHT'S BLACK AGENTS RPG: THE THRILL OF DRACULA

The Forty Faces of Dracula! From the first medieval atrocity stories about Vlad the Impaler to Bram Stoker's immortal novel to the most recent Universal blockbusters, Kenneth Hites *The Thrill of Dracula* zooms through centuries of blood, bats, and ballet to bring you the most comprehensive look at the Count's storied history! Sharpen your stakes and prepare for the thrill of an un-lifetime with *The Thrill of Dracula*, richly furnished with story seeds and ideas for your *Nights Black Agents* campaigns, or any RPG featuring vampire mythology. Scheduled to ship in August 2016.

IMP PELGN11\$10.95

PETERSEN GAMES

SPOTLIGHT ON



THEOMACHY: THE WARRIOR GODS

When gods fight, human blood flows! *Theomachy* lets you take the place of a high god - lord of a group of devoted followers. Now is your opportunity to face off Poseidon against Ishtar! Thor against Cthulhu! Morrigan against Yog-Sothoth! You have one goal and one goal only: annihilate your foes' believers and seize absolute power! Achieve this task by staking the souls of your followers, using the same bluff, psychology, and tactics that have made Texas Hold

'em Poker. Once you seize victory, you can rest, and listen to the cheerful song of your people. You have won the clash of the gods. You have won *Theomachy*! *Theomachy* is a mythic, deck-building strategy game where players take on the mantle of a god, gambling the souls of your followers in your quest for dominance and superiority over the pantheons. Scheduled to ship in May 2016.

PTG 77816\$34.99

POKÉMON USA

POKÉMON TCG: BREAK EVOLUTION BOX FEATURING HO-OH AND LUGIA

BREAK Evolution is a special way to power up your Pokémon! This box features Legendary Pokémon Ho-Oh as a brand-new Pokémon BREAK, along with never-before-seen promo cards of Ho-Oh, Lugia, and Wobuffet BREAK! Also included are five *Pokémon Trading Card Game* booster packs to expand your collection, an oversized foil card featuring Ho-Oh BREAK, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80152PI

POKÉMON TCG: CHARIZARD EX RED & BLUE COLLECTION

The *Charizard EX Red & Blue Collection* for the *Pokémon Trading Card Game* features a new Charizard-EX promo, four *Pokémon TCG: Generations Booster Packs*, a Charizard figure, a card holder for your favorite *Pokémon* cards, and a Code Card for the *Pokémon Trading Card Game Online*. Scheduled to ship in August 2016.

PUI 80109PI

POKÉMON TCG: MEGA GENGAR

Scheduled to ship in August 2016.

CARD SLEEVES DISPLAY (15)

PUI 76011-DPI

DECK BOX DISPLAY (15)

PUI 76017-DPI

POKÉMON TCG: MEGA LUCARIO

Scheduled to ship in August 2016.

CARD SLEEVES DISPLAY (15)

PUI 76012-DPI

DECK BOX DISPLAY (15)

PUI 76018-DPI

POKÉMON TCG: MEGA MEWTWO

Scheduled to ship in August 2016.

CARD SLEEVES DISPLAY (15)

PUI 76010-DPI

DECK BOX DISPLAY (15)

PUI 76016-DPI

PLAYMAT

PUI 76014PI

POKÉMON TCG: MEGA SHINY GYARADOS

Scheduled to ship in August 2016.

CARD SLEEVES DISPLAY (15)

PUI 76009-DPI

DECK BOX DISPLAY (15)

PUI 76015-DPI

PLAYMAT

PUI 76013PI



POKÉMON TCG: MYTHICAL COLLECTION, ARCEUS PIN COLLECTION BOX

Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! Step forward into a new level of play with the *Pokémon TCG: Mythical Pokémon Collection - Arceus Pin Box*! This boxed set comes complete with a never-before-seen foil promo card featuring Arceus, an Arceus collector's pin, two special *Pokémon TCG: Generations Booster Packs*, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80092PI

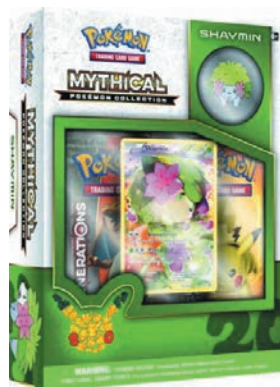
POKÉMON TCG: RED & BLUE COLLECTION VENUSAUR EX BOX

Part of the limited 20th Anniversary Celebration Collection, each *Pokémon TCG: Red & Blue Collection Venusaur EX Box* comes with a full-art print of Venusaur EX, a Venusaur EX jumbo card, four *Generation Booster Packs*, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80111PI

POKÉMON TCG: XY11 STEAM SAGA MINI BINDERS DISPLAY (12)

PUI 80145PI



POKÉMON TCG: MYTHICAL SHAYMIN COLLECTION BOX

Now Shaymin is yours to command! Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! The *Mythical Pokémon Collection - Shaymin* includes a never-before-seen foil promo card featuring Shaymin, a Shaymin collector's pin, two special Pokémon TCG: Generations Booster Packs, and a code card for the Pokémon Trading Card Game Online.

PIU 80091\$7.80



POKÉMON TCG: XY11 STEAM SIEGE

Dual Powers Clash! Long years of stability come to an end when Shiny Mega Gardevoir-EX lays siege to the mighty Gear Palace with a host of greedy forces. The Mythical Steam Pokémon Volcanion must wield the dual powers of Fire and Water to stop them! And, as the battle rages, Xerneas BREAK and Yveltal BREAK face-off in the XY-*Steam Siege* expansion! This 110-card expansion for the *Pokémon Trading Card Game* is introduced in 60-card pre-constructed Theme Decks offered in 8-count displays, three-pack blisters, and supplemental boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER BLISTER BOX

PIU 80135PI

BOOSTER DISPLAY (36)

PIU 80133-DPI

THEME DECK DISPLAY (8)

PIU 80138-DPI



POKÉMON TCG: XY11 STEAM SIEGE ELITE TRAINER BOX

Join the Elite Trainers with the XY - *Steam Siege Elite Trainer Box*! Inside you'll find eight Pokémon TCG: XY - *Steam Siege* Booster Packs, 65 card sleeves featuring Volcanion, 45 Pokémon TCG Energy cards, six damage-counter dice, a competition-legal coin-flip die, two acrylic condition markers, a player's guide to the XY - *Steam Siege* expansion, and a code card for the Pokémon Trading Card Game Online, all stored in a collector's box complete with four dividers to keep it organized.

PIU 80143PI

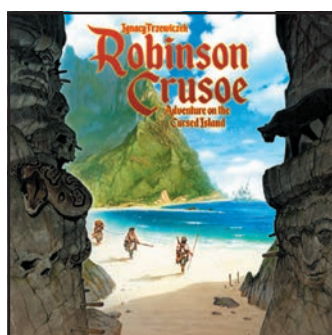
PORTAL



51ST STATE: MASTER SET

The world you know no longer exists. There is no government. No army. No civilization. The United States have collapsed. And now, thirty years after the war started, new powers try to take control over the ruined country, establish a new order, and create a new country...a new State: the 51st State! Marking the rebirth of the 51st State line, the *Master Set* contains 88 cards from the original base game, plus 50 cards each from both the *New Era* and *Winter* expansions.

PSI PLG0057\$50.00



ROBINSON CRUSOE: ADVENTURES OF THE CURSED ISLAND (4TH EDITION)

Get Stranded! In *Robinson Crusoe: Adventures on the Cursed Island*, players take on the role of one of four characters from the stranded ship crew (cook, carpenter, explorer, and soldier) as they face the perils and adventure of a dangerous island. Build shelters and create weapons, tools, and equipment like axes, knives, and sacks while searching for food, fending off wild beasts, and protecting yourselves from the ever-changing natural elements - do everything you can to survive! This revised edition features custom wooden pieces for all resources, cardboard player boards for each character, an additional seventh scenario, and a completely rewritten rulebook based on the classic German version. Scheduled to ship in September 2016.

PSI PLG0064\$65.00

PRIVATEER PRESS

HORDES

Scheduled to ship in August 2016.



LEGION OF EVERBLIGHT HELLMOUTH UNIT

PIP 73099\$34.99



CIRCLE ORBOROS GHETORIX WARPWOLF HEAVY WARBEAST

PIP 72095\$54.99



TWO-PLAYER BATTLEGROUP BOX

The *HORDES Two-Player Battle Box* provides two full battlegroups and two complete units, along with a core rules digest, in-depth tutorial guide, dice, ruler, battle map, and a special narrative scenario - everything two players need to leap straight into monstrous miniatures combat!

PIP 70002\$89.99

WARMACHINE

Scheduled to ship in August 2016.



CRYX CARRION THRALLS UNIT

PIP 34133\$44.99



CRYX INFLECTOR/SEETHER HEAVY WARJACK

PIP 34096\$34.99



CYGNAR ARCANES TEMPEST RIFLEMAN SOLO

PIP 31127\$12.99



CYGNAR BLACK 13TH STRIKE FORCE ARCANES TEMPEST UNIT

PIP 31130\$21.99



TWO-PLAYER BATTLE BOX

The *Warmachine Two-Player Battle Box* provides two full battlegroups and two complete units, along with a core rules digest, in-depth tutorial guide, dice, ruler, battle map, and a special narrative scenario - everything two players need to leap straight into action-packed, steam-powered miniatures combat!

PIP 25002\$89.99

Q-WORKSHOP



ADVENTURES IN THE EAST MARK RPG DICE SET (7)

Scheduled to ship in July 2016.

QWS SADV18PI



BATMAN MINIATURE GAME: D6 BATMAN DICE SET (6)

Fight for the control of Gotham with this dice set made especially for Knight Models and the *Batman Miniature Game*! Scheduled to ship in July 2016.

QWS ACC0031PI

**BATMAN MINIATURE GAME: D6 JOKER DICE SET (6)**

Fight for the control of Gotham with this dice set made especially for Knight Models and the *Batman Miniature Game*! Scheduled to ship in July 2016.

QWS ACC0032 PI

**CYBERPUNK BLACK/SILVER LEATHER DICE CUP**

Scheduled to ship in July 2016.

QWS CCYB101 PI

**ELVISH GRAPHITE SUEDE DICE CUP**

Scheduled to ship in July 2016.

QWS CELV111 PI

**CYPHER SYSTEM DICE SET (4)**

Scheduled to ship in July 2016.

QWS SCYP06 PI

**CLASSIC RPG DICE SET CARAMEL/YELLOW (7)**

Scheduled to ship in July 2016.

QWS SCLE77 PI

**CLASSIC RPG DICE SET SMOKY/WHITE (7)**

Scheduled to ship in July 2016.

QWS SCLE78 PI

**CYBERPUNK BLACK/SILVER LEATHER DICE CUP**

Scheduled to ship in July 2016.

QWS CCYB101 PI

**ELVISH GRAPHITE SUEDE DICE CUP**

Scheduled to ship in July 2016.

QWS CELV111 PI

**TECH DICE SET GRAY/BLACK (7)**

Scheduled to ship in July 2016.

QWS STEC12 PI

REAPER MINIATURES**DARK HEAVEN LEGENDS**

Scheduled to ship in May 2016.

**GHAIST**

RPR 03640-NEW \$7.79

**GIANT CENTIPEDES (2)**

RPR 03773 \$5.99

**GIANT TICKS (2)**

RPR 03772 \$6.79

**SHADOW DEMON**

RPR 03771 \$11.79

**TENGU WARRIOR**

RPR 03774 \$5.99

**TENGU WIZARD**

RPR 03775 \$5.99

SPECIAL EDITION

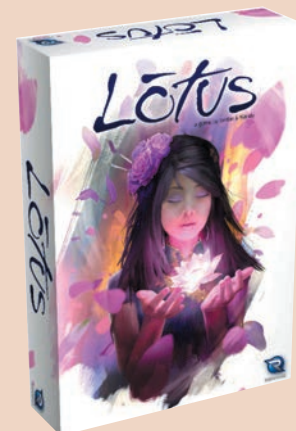
Scheduled to ship in May 2016.

**MOTHER'S DAY MOUSLING**

RPR 01443 \$4.99

**SPIRIT OF SPRING**

RPR 01583 \$6.29

RENEGADE GAMES STUDIOS**SPOTLIGHT ON****LOTUS**

Lotus is a beautiful game that grows into a unique work of art every time you play. Clear your mind and take in the quiet strength of the Lotus garden. It takes skillful care and nurturing to grow these flowers to their full potential, but once picked they provide their owner with wisdom. But, beware! There are others who will do anything to get their hands on these mystical flowers. You'll need to enlist the help of creatures native to this land to take control of the Lotus garden and achieve true enlightenment. Scheduled to ship in September 2016.

RGS 00527 \$30.00

A GAME BY
LUCA BELLINI



Are you a Master Builder?

Available Summer 2016

©2016 RENEGADE GAME STUDIOS

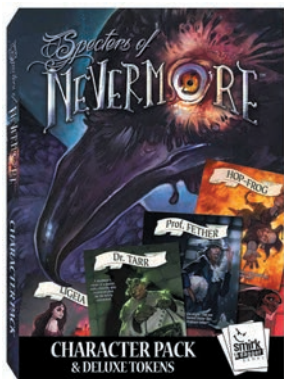


SMIRK AND DAGGER

**J'ACCUSE**

The Butler did it - and so did everyone else! M. Harpagon Richard is most decidedly dead, though not nearly soon enough for YOUR tastes, the old miser. His passing has brought you all together, feigning tears and anticipating your inheritance, when a terribly bothersome police inspector calls upon you. Chief Inspector Francois Cleu is not convinced that Harpagon passed peacefully in his sleep, as was reported. In fact, he's discovered "somewhat troubling evidence" that he was, instead, stabbed, poisoned, shot, strangled, bludgeoned, and thrown out of a third-story window. Worse, he seems to think YOU had something to do with it! In *J'Accuse!*, an Unsavory Game of Murder, Accusations, and Denials, everyone at the table is guilty of murder, but only one of you need pay the price. For this is a game of implicating others, passing around incriminating evidence, and accusing one another of doing the old man in. In the end, enough evidence will be forced upon a single player to make a solid case against them - one loser and a table full of winners who got away with MURDER! Scheduled to ship in August 2016.

IMP SND0029 \$19.99

**NEVERMORE: SPECTERS OF NEVERMORE**

Summon the NeverWere! The lure of untold, mystic power consumes you! Delving ever deeper into your fascination with Plutonian shores, you have summoned into service the eerie and powerful specters of Poe's gothic horror characters. Armed with the powers of the NeverWere, you intend to reign supreme, forevermore! An expansion for *Nevermore*, the popular, casual card drafting game, *Specters of Nevermore* introduces 12 unique player characters based on the literary characters in Poe's works, Dr. Tarr and Prof. Fether, The Imp of the Perverse, Dupin, and Lenore, among others. In addition, the set includes premium Resolution tokens. Scheduled to ship in August 2016.

IMP SND0027 \$14.99

SPIELBOX

SPIELBOX MAGAZINE #2 2016 (ENGLISH EDITION)

This issue of the award-winning Germany magazine will include a special "Time Travel" card for *Colt Express*! Plus reviews and articles covering *Spyfall*, *The Bloody Inn*, *Bretagne*, and *Oh my Goods!*, and an overview of the International Toy Fair Nuremberg and how to play in Thailand. Scheduled to ship in July 2016.

IMP SPB20162 \$11.99

STEAMFORGED GAMES

GUILD BALL

Scheduled to ship in June 2016.

**GUILD BALL RULEBOOK**

Fortunes are won or lost on the kick of a ball! A game generally played between neighbouring towns and villages on feast days (hence the popularity), teams in Mob Football clash to control a leather-wrapped, inflated pig's bladder and attempt to kick it into the opponent's goal. Over the years, rudimentary leagues and tournaments have sprung up, as well as national-level games between city-states. The powerful Guilds of the land have taken advantage of the huge popularity of the sport as another means to control the masses, investing vast sums of money to create professional, Guild-sponsored teams and structured leagues, elevating the game to new heights of spectacle. Thus, *Guild Ball* was born - a whole new business and revenue stream for the Guilds. *Guild Ball* is a tabletop, skirmish-level, medieval fantasy football game.

SFG BACC01-001 \$36.49

**ALCHEMIST (AND ENGINEER) COMPOUND (SEASON 2)**

SFG BACC02-006 \$21.99

**ALCHEMIST DICE (10)**

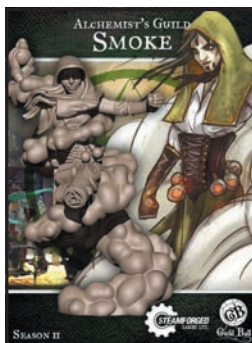
SFG BACC01-011 \$16.50

**ALCHEMIST FLASK**

SFG BACC01-003 \$11.99

**ALCHEMIST KATALYST**

SFG BACC01-004 \$21.99

**ALCHEMIST SMOKE (SEASON 2)**

SFG BACC02-002 \$14.99

**ALCHEMIST STARTER SET (MIDAS, CALCULUS, MERCURY)**

SFG BACC01-001 \$35.99

**ALCHEMIST TOKEN SET**

SFG BACC01-019 \$26.49

**ALCHEMIST VENIN (SEASON 2)**

SFG BACC02-004 \$14.99

**ALCHEMIST VITRIOL**

SFG BACC01-005 \$14.99

**BREWER ESTERS (SEASON 2)**

SFG BBRE02-002 \$21.99

**BREWER MASH (SEASON 2)**

SFG BBRE02-004 \$21.99



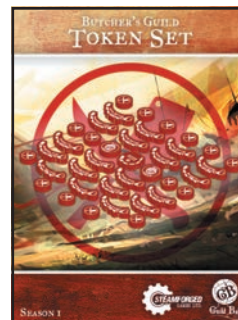
BREWER SCUM
SFG BBRE01-003.....\$11.99



BREWER STOKER
SFG BBRE01-008.....\$14.99



BUTCHER PRINCESS
SFG BBUT01-003.....\$11.99



BUTCHER TOKEN SET
SFG BACC01-021.....\$29.99



BREWER'S DICE (10)
SFG BACC01-012.....\$16.50



BREWER TOKEN SET
SFG BACC01-020.....\$29.99



BUTCHER'S DICE (10)
SFG BACC01-013.....\$16.50



CONDITION TOKEN SET
SFG BACC01-010.....\$19.99



BREWER SPIGOT
SFG BBRE01-006.....\$14.99



BUTCHER BOAR
SFG BBUT01-004.....\$21.99



BUTCHER SHANK
SFG BBUT01-006.....\$14.99



ENGINEER COLOSSUS (50MM)
SFG BENG01-004.....\$34.99



BREWER STARTER SET (TAPPER, HOOPER, FRIDAY)
SFG BBRE01-001.....\$35.99



BUTCHER FILLET (SEASON 2)
SFG BBUT02-002.....\$14.99



BUTCHER STARTER SET (OX, BRISKET, BOILER)
SFG BBUT01-001.....\$35.99



ENGINEER HOIST (SEASON 2)
SFG BENG02-004.....\$14.99



BREWER STAVE
SFG BBRE01-004.....\$21.99



BUTCHER MEATHOOK
SFG BBUT01-008.....\$14.99



BUTCHER TENDERISER (SEASON 2)
SFG BBUT02-004.....\$21.99



ENGINEER MAINSPRING
SFG BENG01-003.....\$11.99



ENGINEER PIN VICE (SEASON 2)
SFG BENG02-002\$14.99



ENGINEER RATCHET
SFG BENG01-005\$14.99



ENGINEER'S DICE (10)
SFG BACC01-014\$16.50



ENGINEER STARTER SET (BALLISTA, SALVO, VELOCITY)
SFG BENG01-001\$35.99



ENGINEER TOKEN SET
SFG BACC01-022\$26.49



FISHERMAN CORSAIR (SEASON 2)
SFG BFIS02-002\$21.99



FISHERMAN GREYSCALES
SFG BFIS01-006\$14.99



FISHERMAN JAC
SFG BFIS01-008\$14.99



FISHERMAN KRAKEN
SFG BFIS01-004\$21.99



FISHERMAN SAKANA (SEASON 2)
SFG BFIS02-004\$14.99



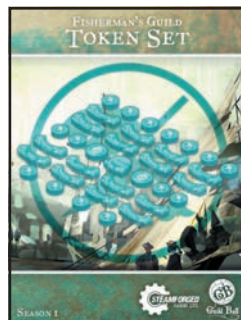
FISHERMAN SALT
SFG BFIS01-003\$11.99



FISHERMAN'S DICE (10)
SFG BACC01-015\$16.50



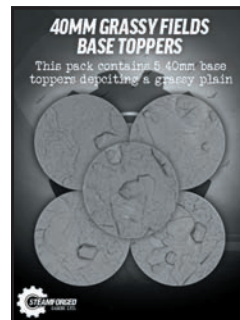
FISHERMAN STARTER SET (SHARK, SIREN, ANGEL)
SFG BFIS01-001\$35.99



FISHERMAN TOKEN SET
SFG BACC01-023\$29.99



GRASSY FIELDS RESIN BASE TOPPERS 30MM (10)
SFG FBAS30-001\$12.95



GRASSY FIELDS RESIN BASE TOPPERS 40MM (5)
SFG FBAS40-001\$12.95



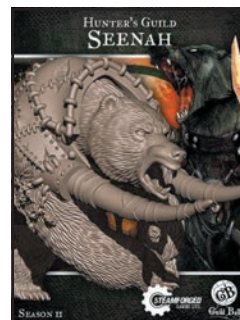
GRASSY FIELDS RESIN BASE TOPPERS 50MM (3)
SFG FBAS50-001\$12.95



HUNTER CHASKA (SEASON 2)
SFG BHUN02-003\$21.99



HUNTER'S DICE (10)
SFG BACC02-003\$16.50



HUNTER SEENAH (SEASON 2)
SFG BHUN02-002\$34.99



HUNTER'S STARTER SET
SFG BHUN02-001\$84.95



ICY SPONGE STATUS TOKENS
SFG BACC01-007\$9.99



MASON BRICK
SFG BMAS01-004\$21.99



MASON CHISEL (SEASON 2)
SFG BMAS02-004\$14.99



MASON FLINT
SFG BMAS01-005\$14.99



MASON HAMMER (SEASON 2)
SFG BMAS02-002\$14.99



MASON MARBLES
SFG BMAS01-003\$11.99



MASON'S DICE (10)
SFG BACC01-016\$16.50



MASON STARTER SET (HONOUR, HARMONY, MALLET)
SFG BMAS01-001\$35.99



MASON TOKEN SET
SFG BACC01-024\$29.99



MASON TOWER
SFG BMAS01-008\$14.99



MORTICIAN BONESAW (SEASON 2)
SFG BMOR02-004\$14.99



MORTICIAN CASKET
SFG BMOR01-008\$21.99



MORTICIAN DIRGE
SFG BMOR01-003\$11.99



MORTICIAN GHAST
SFG BMOR01-004\$21.99



MORTICIAN SCALPEL (SEASON 2)
SFG BMOR02-002\$14.99



MORTICIAN'S DICE (10)
SFG BACC01-017\$16.50



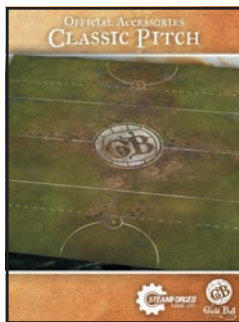
MORTICIAN SILENCE
SFG BMOR01-005\$14.99



MORTICIAN STARTER SET (OBUlus, COSSET, GRAVES)
SFG BMOR01-001\$35.99



MORTICIAN TOKEN SET
SFG BACC01-025\$36.49



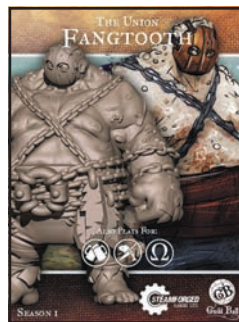
PLAY MAT: CLASSIC PITCH

SFG MAT01-001.....\$57.99



TEMPLATE SET

SFG BACC01-002.....\$17.99



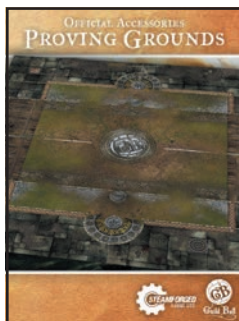
UNION FANGTOOTH

SFG BUN101-007.....\$21.99



UNION MIST

SFG BUN101-008.....\$14.99



PLAY MAT: PROVING GROUNDS

SFG MAT01-002.....\$57.99



UNION AVARISSE & GREED

SFG BUN101-011.....\$34.99



UNION GUTTER

SFG BUN101-009.....\$14.99



UNION RAGE

SFG BUN101-005.....\$14.99



PLOT CARD & TOKEN SET

SFG BACC01-003.....\$15.99



UNION COIN

SFG BUN101-003.....\$11.99



UNION HARRY 'THE HAT' HALLAHAN (SEASON 2)

SFG BUN102-004.....\$21.99



UNION SNAKESKIN

SFG BUN101-004.....\$14.99



SEASON 2 PLOT CARDS & TOKEN SET

SFG BACC02-002.....\$13.99



UNION DECIMATE

SFG BUN101-006.....\$14.99



UNION HEMLOCKE

SFG BUN101-012.....\$14.99



UNION STARTER SET (BLACKHEART, DECIMATE, GUTTER)

SFG BUN101-001.....\$35.99



SEASON 2 RULEBOOK

SFG BACC02-001.....\$36.49



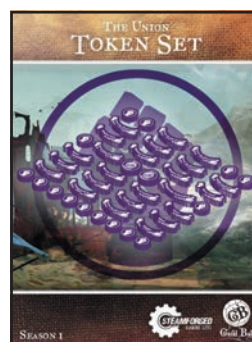
UNION DICE (10)

SFG BACC01-018.....\$16.50



UNION MINX

SFG BUN101-010.....\$14.99



UNION TOKEN SET

SFG BACC01-026.....\$36.49



THE UNION VETERAN RAGE (SEASON 2)

SFG BUN102-002.....\$14.99

STEVE JACKSON GAMES



MUNCHKIN: DOORS AND TREASURES CARD SLEEVES (60)

Protect your Munchkin cards with *Doors and Treasures Card Sleeves*! Designed to guard your Munchkin cards from damage, wear, spilled drinks, and Electric Radioactive Acid Potions, this set of 60 card sleeves, 36 Door protectors, and 24 Treasure protectors features illustrations by Ian McGinty! Scheduled to ship in September 2016.

SJG 5601.....\$5.95



MUNCHKIN: DUNGEON CARD SLEEVES (40)

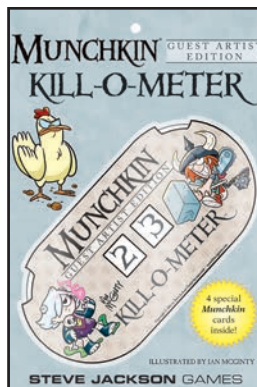
Protect your Munchkin Dungeon cards with the new *Munchkin Dungeon Card Sleeves*! Designed to guard your cards from damage, wear, spilled drinks, and Electric Radioactive Acid Potions, these 40 Dungeon card sleeves feature illustrations by Munchkin comic artist Evan Palmer! Scheduled to ship in September 2016.

SJG 5602.....\$5.95

MUNCHKIN: KILL-O-METER - GUEST ARTIST EDITION (IAN MCGINTY)

Count 'em Up! Munchkins love it when the cards start flying! The best combats are the ones where potions, monster enhancers, and other bonuses keep the effective levels bouncing up and down! But, it can be challenging to keep track. Now you'll never have to stop and recount again with the *Munchkin Kill-O-Meter* - when a card hits the table, you turn the dials to keep track of your new total. Featuring all-new art illustrated by Ian McGinty, this *Guest Artist Edition* of the *Munchkin Kill-O-Meter* comes with four special Munchkin cards. Scheduled to ship in September 2016.

SJG 5599.....\$9.95



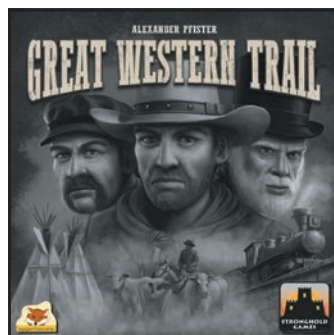
MUNCHKIN PATHFINDER: GUEST ARTIST EDITION (SHANE WHITE)

The monsters are strong, but your party is stronger in *Munchkin Pathfinder Guest Artist Edition*! Classic Pathfinder classes like Alchemist and Witch, and weapons like the T-Bone Stake are reimagined in an all-new art style by Shane White (*Pathfinder: Goblins*). Plus, you'll need the best weapons to defeat the hordes of goblins - especially Lamashtu, the Mother of Monsters! Scheduled to ship in September 2016.

SJG 4423.....\$29.95



STRONGHOLD GAMES



GREAT WESTERN TRAIL

In *Great Western Trail*, you are rival cattlemen in 19th century America, herding cattle in a circular trail from the south of Texas to Houston, where your cattle are then shipped by train, earning you money and victory points. Hire capable staff, such as cowboys to improve your herd, craftsmen to build your cattle posts, or engineers for the railroad line. Scheduled to ship in September 2016.

PSI SG-8024.....\$69.95



JORVIK

For several decades during the Viking age, parts of England were occupied by the Norsemen. Under their influence, one of the larger cities evolved into a flourishing center of trade and craftsmanship. The Vikings called the city and its surrounding kingdom "Jorvik", which is today known as the city of York. In *Jorvik*, players assume the roles of Viking jarls, earning prestige by trading goods, holding huge feasts, funding pillages, commissioning craftsmen, and hiring soldiers to defend the city against recurring invasions. Scheduled to ship in September 2016.

PSI SG-4005.....\$59.95



TERRAFORMING MARS

Coming to Mars was a big step...making it habitable will give us a new world! In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In *Terraforming Mars*, you play one of those corporations overseeing the terraforming process. But, competition is fierce, with victory points awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar systems and other commendable achievements. Scheduled to ship in September 2016.

PSI SG-6005.....\$69.95



THE FOG OF WAR

The Fog of War is a two-player, grand strategic game covering the European theater of World War II from 1940-1945. Scheduled to ship in September 2016.

PSI SG-4004.....\$59.95

STUDIO WOE

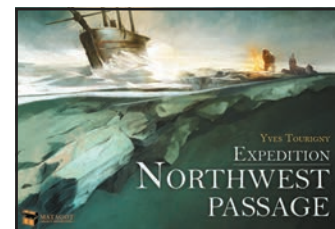


GRUFF: CLASH OF THE BATTLE GOATS STAND-ALONE EXPANSION

A stand-alone expansion for *Gruff, Clash of the Battle Goats* is a two-player, tactical card game of unstoppable monster goats! Featuring a brutal battle system that creates a constant state of counter-play, *Clash of the Battle Goats* allows players to customize their herd and mutate their goats to become Meaner, Weirder, and Fatter! Scheduled to ship in July 2016.

WOE 0101.....\$20.00

SURFIN' MEEPLE



EXPEDITION NORTHWEST PASSAGE

In 1845, Sir John Franklin led an expedition to discover the route that would connect the Pacific and Atlantic. When he disappeared, explorers from Britain and America set out to find the missing voyage and succeed where Franklin failed by finding the Northwest Passage. Be the first to discover and chart the route to the Pacific to earn the prestige you need to bring victory for your team! Scheduled to ship in July 2016.

PSI SMPNWP-001.....\$39.99

**CAPPUCCINO**

Get Stacking! Block your opponents and build the highest stack of cups in this abstract game for the whole family. Scheduled to ship in July 2016.

PSI SMCAP-001\$29.99

**ORIGIN (2016 VERSION)**

Survive and thrive in the birthplace of civilization in *Origin*! Starting with a few, small tribesmen, build up your people and expand across the globe. Evolve and explore as you claim straits and hunting grounds, establish villages, and uncover innovations like fire and stonework. Scheduled to ship in July 2016.

PSI SMPORI-001\$39.99

**RIVER DRAGONS**

In the Mekong delta, the bravest young adventurers face each other in a famous contest where they have to cross the river by building bridges with planks and stones. To arrive safely on the opposite bank, care will have to be taken by avoiding your opponents - and those pesky River Dragons! Scheduled to ship in September 2016.

PSI SMPDRA-001\$39.99

**ROOM 25**

25 Room! 10 Turns! One Exit! Zero Chance to Escape! In this futuristic reality TV show, you are gambling with your life - literally - trapped in a prison composed of 25 rooms with unexpected effects! Cooperate with each other to find the exit: Room 25. But, be careful! A guard might be hiding among your fellow prisoners, and he won't hesitate to keep you from escaping! Scheduled to ship in September 2016.

PSI SMPROO-003\$39.99

**ROOM 25: SEASON 2 EXPANSION (2016 VERSION)**

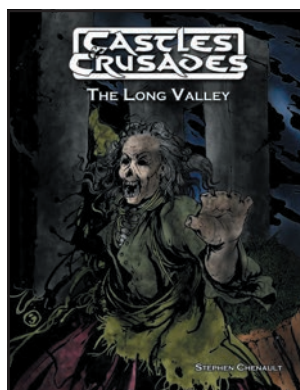
Run! Survive! Escape! Prepare for More Players, More Variety, More Speed, More Traps, More Surprises, and More Challenges in this expansion for 25 Rooms! Plus, now up to eight players can engage in the madness of 25 Rooms! Scheduled to ship in September 2016.

PSI SMPROO-006\$25.00

**ULTIMATE WARRIORZ**

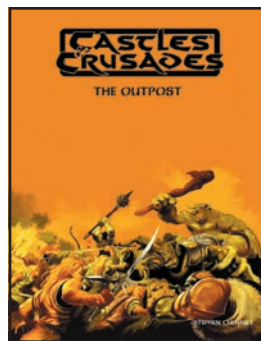
It's time for the great Tribal Rumble! This ritual battle takes place in the sacred arena and the best Warriorz from all the different tribes, clans, and races are gathered. Victory in this battle will require expert timing! Use your secret technique at the right moment, take advantage of your magical items to do the most damage, and, above all else, avoid your opponents' attack! Become chief of the legendary End of the World Island as the one, the only, the Ultimate Warrior! Scheduled to ship in September 2016.

PSI SMPULT-001\$39.99

TROLL LORD GAMES**CASTLES AND CRUSADES RPG: THE LONG VALLEY**

The valley was tamed long ago. The deep gorges were bridged, a road cut through her swampy bottoms, and towers erected to watch the road to keep the mountain's predators at bay. That was ages ago when the kingdoms of men were young and strong. For now, the valley is devoid of its ancient inhabitants. The towers are in ruin, the road in disrepair, and her people long gone. But, it is not empty - for creatures have crept into the void, both deadly and mad. *The Long Valley* is a *Castles & Crusades* overland adventure. Scheduled to ship in August 2016.

IMP TLG8341\$9.99

**CASTLES AND CRUSADES RPG: THE OUTPOST**

The Outpost stands upon a high ridge, overlooking the long, broken country of the southern Gelderland. It guards the main route between the lands of the Uthine orcs and the Fontenouq elves who dwell in small towers and fortified keeps in the north of that country. That is about to change. Under their warlord, Grom, the orcs are massing, plotting to overwhelm the Outpost and plunge their arms into the lands of the Fontenouq! *The Outpost* is a *Castles & Crusades* adventure module for 3-6 player characters of 1st to 3rd level. Scheduled to ship in August 2016.

IMP TLG8342\$9.99

TYTO GAMES**ELEMENTOS**

Master the elements, be quick and wise, emerge victorious, or meet your demise! *Elementos* takes the concept of the cycle of the three elements overcoming each other and applies that to three of the five earth elements for an intriguing, head-to-head challenge. Command Fire, Wood, and Water to overcome your opponent and triumph in this 2-player strategy game! Scheduled to ship in May 2016.

TTG TGBG0001\$19.99

ULISSES-SPIELE**THE DARK EYE RPG: ADVANTAGES AND DISADVANTAGES CARD SET**

Players customize their characters in *The Dark Eye* by assigning persistent Advantages and Disadvantages that affect their game play and interaction with the fantasy world of Aventuria. These game reference cards present a handy, colorful reference for each possible Advantage or Disadvantage they can refer to easily and consistently during play. Scheduled to ship in July 2016.

PZO ULIU25507E\$9.99

**THE DARK EYE RPG: ADVENTURIA ALMANAC**

Explore the many facets of Aventuria with the *Aventurian Almanac*, your guide to the official setting for *The Dark Eye* fantasy roleplaying game. Learn about the icy wastes of the High North, the many provinces of the Middenrealm, and the mysterious home of the elves in the verdant woods of the Salamander Stones. Travel the merchant routes of the Khom Desert, face the perils of the Lizard Swamps and the steaming jungles of Meridiana, and delve into the hidden mines of the dwarves. This indispensable guide details the regions, kingdoms, and history of Aventuria, and features entries for key cities covering inhabitants, customs, trade, science, law and order, magic, and the works of the gods. The *Aventurian Almanac* also includes two large-format poster maps of the continent, game stats for famous personalities, new creatures, and fascinating new mysteries for the heroes to explore. Scheduled to ship in September 2016.

PZO ULIU25002E\$39.99

**THE DARK EYE RPG: COMBAT AND FEATS CARD SET**

Characters in *The Dark Eye* specialize in fighting styles and maneuvers. These game reference cards present a handy, colorful reference for each possible Combat and Feat specialization that they can refer to easily and consistently during play! Scheduled to ship in July 2016.

PZO ULIU25508E\$9.99

**THE DARK EYE RPG: DICE CUP WITH 8 D20**

This essential accessory for *The Dark Eye* roleplaying game comes complete with a leather dice cup and eight specially colored d20s that match the suggested colors in the game rules. Scheduled to ship in July 2016.

PZO ULIU25506E\$19.99



THE DARK EYE RPG: LITURGIES AND CEREMONIES CARD SET

Blessed One characters in *The Dark Eye* learn different liturgical chants and ceremonies to invoke the powers of their gods. These game reference cards present a handy, colorful reference for each possible liturgical chant and ceremony that they can refer to easily and consistently during play. No need to flip through the Core Rules to find the specific data...it's right on the *Liturgies & Ceremonies* card! Scheduled to ship in July 2016.
PZO ULUS25510E.....\$7.99



THE DARK EYE RPG: SPELLS AND RITUALS CARD SET

Wizard characters in *The Dark Eye* learn different magical spells and rituals. These game reference cards present a handy, colorful reference for each possible spell and ritual that they can refer to easily and consistently during play! Scheduled to ship in July 2016.
PZO ULUS25509E.....\$9.99

ULTRA-PRO



2 5/8 X 3 3/4 VINTAGE SIZED TOPLOADER 25CT

Scheduled to ship in May 2016.

UPI 81966.....PI



3 X 4 SUPER THICK 120PT TOPLOADER 10CT

Scheduled to ship in May 2016.

UPI 82301.....PI



3 BLACK COLLECTORS ALBUM GOLD FOIL W/ PAGES

Scheduled to ship in May 2016.

UPI 83197.....PI



3 BLACK PLAIN ALBUM

Scheduled to ship in May 2016.

UPI 81822.....PI



4-POCKET BLUE COLLECTORS PORTFOLIO

Scheduled to ship in May 2016.

UPI 83010.....PI



4-POCKET PORTFOLIOS WITH FOIL

Scheduled to ship in May 2016.

SKYLAR AND SKYLA

UPI 81998.....PI

WONDER WITCH

UPI 82000.....PI



8 X 10 TOPLOADER 25CT

Please advise your account representative about your special order for this item - Special orders must be in case packs
Scheduled to ship in May 2016.

UPI 82825.....PI



8FT REALMS OF HAVOC HIGHBORN TABLE PLAY MAT

Scheduled to ship in May 2016.

UPI 84375.....PI



9-POCKET MINI CARD PAGE

Please advise your account representative about your special order for this item - Special orders must be in case packs
Scheduled to ship in May 2016.

UPI 84307.....PI



9-POCKET PLATINUM PAGE FOR STANDARD SIZE CARDS (10-PACK)

Scheduled to ship in May 2016.

UPI 83000.....PI



18-POCKET PLATINUM SIDE LOAD PAGE WITH BLACK BACKGROUND

Scheduled to ship in May 2016.

UPI 82891.....PI



40CT BLACK OVERSIZED DECK PROTECTORS

Scheduled to ship in May 2016.

UPI 82420.....PI



50CT PRO-MATTE STANDARD DECK PROTECTORS

Scheduled to ship in May 2016.

AQUA UPI 84151.....PI

BRIGHT PINK UPI 84147.....PI

BRIGHT YELLOW UPI 84149.....PI

PEACH UPI 84153.....PI



60CT PRO-MATTE SMALL DECK PROTECTORS

Scheduled to ship in May 2016.

AQUA	UPI 84152.....	PI
BRIGHT PINK	UPI 84148.....	PI
BRIGHT YELLOW	UPI 84150.....	PI
PEACH	UPI 84154.....	PI



THE ARK WOOD DECK BOX WITH COUNTER

Scheduled to ship in May 2016.

UPI 84390.....	PI
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CAMO MAT

Scheduled to ship in May 2016.

UPI 84348.....	PI
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COMIC BAGS

Scheduled to ship in May 2016.

CURRENT SIZE 6 7/8 X 10 1/2	UPI 81975.....	PI
GOLDEN SIZE 7 3/4 X 10 1/2	UPI 81977.....	PI
REGULAR SIZE 7 1/8 X 10 3/8	UPI 81979.....	PI
SILVER SIZE 7 1/4 X 10 3/8	UPI 81976.....	PI



COMIC PRESERVER 7 X 10

Scheduled to ship in May 2016.

UPI 81762.....	PI
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CTHULHU'S VAULT STORY TELLING GAME

In this storytelling game, players work together to craft a tale in the horror mythos universe of H. P. Lovecraft. During the first Mystery Stage, each player takes turn weaving the story using over-sized story cards full of rich artwork to inspire your own unique and fantastic tale. As the narrative unfolds, players acquire investigator and cultist tokens to determine which player will awaken and become the Ancient One. Once the Ancient One is discovered, the second and final Epic Battle Stage begins, during which all other players will assume the role of an Investigator and must work together to defeat the Great Old One. Scheduled to ship in May 2016.

UPI 11920-NEW	PI
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DECK BOXES

Scheduled to ship in May 2016.

AQUA	UPI 84228.....	PI
BRIGHT PINK	UPI 84226.....	PI
BRIGHT YELLOW	UPI 84227.....	PI
PEACH	UPI 84229.....	PI



DUAL FLIP BOX - PINK

Scheduled to ship in May 2016.

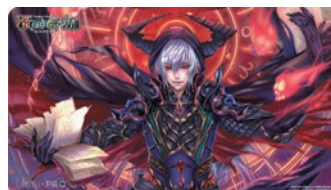
UPI 84400.....	PI
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FLIP BOX - PINK

Scheduled to ship in May 2016.

UPI 84399.....	PI
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FORCE OF WILL PLAY MATS

Scheduled to ship in May 2016.

FRIDAY THE 13TH EDITION	UPI 84884.....	PI
LABOR DAY EDITION	UPI 84883.....	PI



MAGIC THE GATHERING: BATTLEFIELD PLAYMAT

The Battlefield playmat measures 24" x 24" and features minimalist design, game layout, step and phase information. This playmat is designed for two players and made with a premium fabric top for a smooth, protective playing surface. The back of the playmat is lined with non-slip, textured rubber material for added grip and padding. Scheduled to ship in June 2016.

UPI 86376.....	PI
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MANA V3 ALL MANA DECK BOX WITH DUAL LIFE COUNTER FOR MAGIC

Scheduled to ship in May 2016.

UPI 84062.....	PI
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MY LITTLE PONY: PRINCESS LUNA PLAY MAT WITH PLAY MAT TUBE

Scheduled to ship in May 2016.

UPI 84389.....	PI
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POKÉMON: EEVEE

Scheduled to ship in May 2016.

2-INCH ALBUM	UPI 84928.....	PI
4-POCKET PORTFOLIO	UPI 84918.....	PI
9-POCKET PORTFOLIO	UPI 84919.....	PI
9-POCKET PRO-BINDER	UPI 84930.....	PI
DECK PROTECTOR SLEEVES	UPI 84922.....	PI
FULL-VIEW DECK BOX	UPI 84924.....	PI
PLAY MAT	UPI 84926.....	PI

POKÉMON XY 11 FULL VIEW PORTFOLIOS

Scheduled to ship in August 2016.

4-POCKET	UPI 84622.....	PI
9-POCKET	UPI 84623.....	PI

Ultra•PRO®
ENTERTAINMENT

Cthulhu's VAULT



11920

Retail Edition

- Oversized cards sized to fit Ultra•PRO® Tarot Size Board Game Sleeves (teal label)
- Standard cards sized to fit Ultra•PRO® Standard Size Deck Protector sleeves

MSRP: US \$30.00



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PRINTED DECK PROTECTOR SLEEVE COVERS

Scheduled to ship in May 2016.

BARBED WIRE

UPI 84385.....PI

GOOD CARD

UPI 84383.....PI

GRUMPY CAT

UPI 84382.....PI

WOW

UPI 84380.....PI



RESEALABLE COMIC BAGS

Scheduled to ship in May 2016.

CURRENT SIZE 6 7/8 X 10 1/2

UPI 82225.....PI

GOLDEN SIZE 7 3/4 X 10 1/2

UPI 82228.....PI

REGULAR SIZE 7 1/8 X 10 3/8

UPI 82226.....PI

SILVER SIZE 7 1/4 X 10 3/8

UPI 82227.....PI



SERIES 1 MAGNETIC DECK BOX FROM GENERALS ORDER

Scheduled to ship in May 2016.

UPI 82977.....PI



SKULL AND SHACKLES

Scheduled to ship in May 2016.

ADD-ON DECK MAT 4 PACK

UPI 84377.....PI

BASE SET CHARACTER MAT 7 PACK

UPI 84376.....PI



SMALL DECK PROTECTOR SLEEVE COVERS 60CT

Scheduled to ship in May 2016.

UPI 84355.....PI



TOBACCO CARD SIZE TOPLOADER WITH SLEEVES

Scheduled to ship in May 2016.

UPI 81931.....PI

SPOTLIGHT ON



THE CROW: FIRE IT UP BOARD GAME

In a world without justice, one man was chosen to protect the innocent! Set on Devil's Night in the Motor City, play as Eric Draven as he dishes out revenge against the Motor City gang that took his life and the life of his fiancée, Shelly, in *The Crow: Fire It Up Board Game*. As Eric Draven, the player uses the aid of Officer Albrecht, Sarah, and the mysterious Crow to track down the Motor City Gang and stave off their reign of terror, while the opposing players portray members of the vicious gang consisting of Tin-Tin, Funboy, T-Bird, Grange, Myca, and Top Dollar spreading fires and mayhem throughout the city as they seek to lure the undead avenger out of the shadows and take him out! Scheduled to ship in September 2016.

UDC 83869.....PI



SALVATION ROAD

Many who've survived the apocalypse wish that they hadn't. There isn't much left. Life is a game of survival. You've taken residence in a compound in the desert with several other survivors. Every day is a battle against hunger, disease, gangs that take what they want, and most of all, Death. And you are losing that battle. You and your group have made the decision to try to find a rumored safe haven, an upstart community that is resource-rich and, most importantly, safe. You know you are going to need resources, most of all fuel for your truck, if you are going to survive the journey to Salvation! In *Salvation Road*, players cooperatively control 4 to 8 characters struggling to survive in a barren wasteland. Can they survive long enough to get themselves, and the people under their protection, to Salvation? Scheduled to ship in August 2016.

IMP VRG004.....\$54.99

VS SYSTEM 2PCG:

THE ALIEN BATTLES

On the tabletop, everyone can hear you scream! Featuring over 200 cards showcasing all-new playable content for use with the VS System 2PCG, players in *The Alien Battles* can play as key characters from the *ALIEN* cinematic universe or even as the deadly Xenomorphs! Scheduled to ship in July 2016.

UDC 85993.....PI

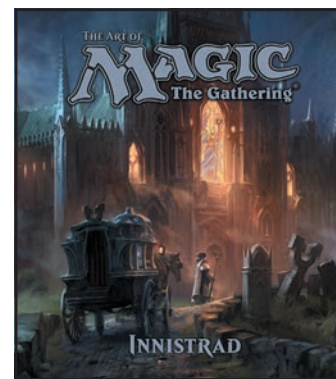
VAN RYDER GAMES



SALOON TYCOON

Prospectors are moving out west to try to make they're riches, hopin' to strike gold. But us, we got a better idea, don't we? That's right! Regardless of who finds the gold, everyone is gonna need a place to stay, play, and drink. So, roll up yer sleeves, put on yer hat, and let's go build the best gald darn Saloon that's ever been built in *Saloon Tycoon*! Scheduled to ship in August 2016.

IMP VRG005.....\$54.99



THE ART OF MAGIC: THE GATHERING - INNISTRAD

Terror falls from the skies on blood-spattered wings, and nameless horrors lurk in the shadows. These pages, lavishly illustrated with the award-winning art of *Magic: The Gathering*, are your entry into a world beset by terrible evils on all sides and betrayed by the hope it held most dear. Tread lightly as you follow the heroic Planeswalkers of the Gatewatch as they investigate these dark mysteries, for the nightmare they will uncover is a threat to the whole Multiverse. The mysteries of Innistrad - its peoples, provinces, and monsters - await your arrival. But, be careful - as you peer into the darkness, you might find something staring back! Scheduled to ship in May 2016.

DIA STL009603.....PI

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Aim to misbehave and play as the crew of the *Serenity* with *Legendary Encounters: The Firefly Deck-Building Game*! Featuring some of *Firefly*'s greatest protagonists (and antagonists) including Patience, Niska, Saphron, and the evil Alliance, players must work cooperatively to complete each episode - and upgrade your ship to gain an advantage! Each core set comes with over 500 playable cards showcasing all-new original art! Scheduled to ship in July 2016.

UDC 86047.....PI

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Everyone's Dead! Now What?! The Zombie Apocalypse happened - and the zombies won! Now what? There aren't any more people to eat and the rotting eternity thing is downright boring. So, the zombies came up with the idea (if that's even possible) that foot-races would be neat. They certainly can be exciting - especially when pieces of the contestants fall off along the way!

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WIZARDS OF THE COAST

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Enter if you dare! Exit if you can! The house on the hill has a wicked reputation. Those who dare to darken its door often leave steeped in madness and despair - if they leave at all! The horror of *Betrayal at House on the Hill* reaches new heights with this first-ever expansion to the popular

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WOC C01410000 \$25.00

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Invent Your Tomorrow! Explore the plane first discovered in *Magic Origins* - Chandra's home plane of Kaladesh! Imagination, invention, and ingenuity await in the first expansion in the *Kaladesh* block for *Magic: The Gathering*! This 264-card expansion is introduced in new Bundles, Planeswalker Decks, and Booster Packs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36) WOC B67800000 \$143.64

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MAGIC THE GATHERING CCG: KALADESH BUNDLE

Each *Kaladesh Bundle* comes complete with 10 *Kaladesh Booster Packs*, 80 Basic Land cards, a Player's Guide with a complete visual encyclopedia for *Kaladesh*, a Magic Learn-To-Play guide, a Spindown Life Counter, and two deck boxes, all packaged in a collector's box.

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Each *Deckbuilder's Toolkit* comes with 125 semi-randomized cards, four 15-card booster packs from recent *Magic* sets, 100 Basic Land cards, a Deck Builder's Guide to creating the best *Magic* decks, and a *Magic* rules reference card, all packaged in a full-art, reusable card storage box.

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MAGIC THE GATHERING CCG: KALADESH PLANESWALKER DECK DISPLAY (6)

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MAGIC

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MAGIC THE GATHERING CCG: DUEL DECKS NISSA VS. OB NIXILIS DISPLAY (6)

Planeswalker Nissa Revane gathers her forces to protect Zendikar from annihilation. Drawing on the power of the land itself, she summons mighty Elementals to overwhelm her foes. Trapped on Zendikar for centuries, the demon Ob Nixilis will do anything to reignite his Planeswalker spark and escape. He summons terrifying Demons and wields dark, destructive powers to lay his enemies to waste. The stakes are high as Nissa and Ob Nixilis fight to control the power of the Khalni Heart. Who will prevail?

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC B67740000 \$119.94

WIZKIDS/NECA

FEATURED ITEM



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Add a delightfully spooky touch to any room with a life-size replica of everyone's favorite nonterminal repeating phantasm! Featured in the 1984 *Ghostbusters* movie, this actual-size foam Slimer replica figure was recreated from original movie molds. The figure

measures 3-feet tall and is crafted of foam rubber and latex that's carefully handpainted for realistic detail. Scheduled to ship in August 2016.

WZK 31977 \$600.00

FEATURED ITEM



STAR TREK ATTACK WING: FEDERATION EXPANSION PACK

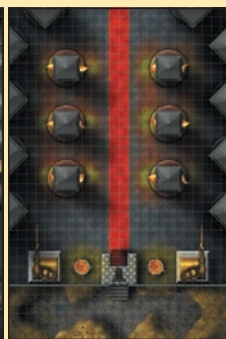
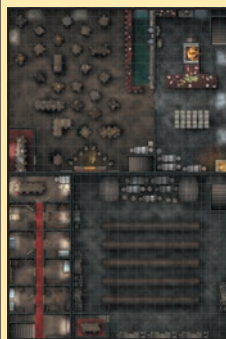
Boldly go into battle with these *Star Trek Attack Wing* Expansion Packs! Scheduled to ship in November 2016.

U.S.S. ENTERPRISE - E (2016) WZK 71531-NEW \$14.99

KLINGON I.K.S. GR'OTH (2016) WZK 71125-NEW \$14.99

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FEATURED ITEM



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Crafted from flexible, durable neoprene, these Premium Maps measure 3' x 2' and offer a flat, no-fold surface with a non-slip backing to improve your gaming experience. The maps feature either a Tavern or Throne Room area

(each map sold separately), perfect for setting the mood of your next play session! Scheduled to ship in September 2016.

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DICE MASTERS™

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The *Marvel Dice Masters: Doctor Strange Team Pack* features Doctor Strange and his supernatural cast of characters - Clea, Wong, and even the villainous Dormammu! Introducing 24 cards and 16 dice, the *Marvel Dice Masters: Doctor Strange Team Pack* lets players build their own team of heroes or villains, and can be paired with any Starter Set to give a player everything they need to build a highly focused team for thematic play! Scheduled to ship in September 2016.

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Give a fish to a man, he will eat for a day. But, teach a man to bargain, and he'll get as many fish as he wants! In *Aquarium*, players need to buy matching fish to collect points - but, at what cost? Cross your fingers while competitors change your offer, add new fish, swap others, or even double their value! Build your own aquarium with colorful fish to score the most points...that is, if you can keep them alive until the end of the game!
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As dawn breaks, you plant your spurs in the dirt outside the town bank. With a loaded gun in your holster, there's only one question that needs answering: who are you fighting for? The Sheriff, who fights to protect all that's good and pure? Or the Cooper Clan, who fight because it's fun and profitable? They don't call it the Wild West for nothing! In the disc-flicking game *Flick 'em Up!*, you can become an outlaw and rob banks, free prisoners, and attack innocent bystanders...or become the Sheriff and try to protect the people of your city from these bandits! Scheduled to ship in July 2016.
ZMG 30000\$34.99



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Where some see junk, others see art! In *Junk Art*, let your creativity take over as everything you touch turns into magnificent structures and extraordinary creations! But you're not the only talented artist in town and you must prove yourself by taking to the road, showing your skills, and making new fans! Scheduled to ship in August 2016.
ZMG PZG20020\$69.99

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XVII Century, Caribbean Sea. At the helm of your mighty vessel, revisit the Golden Age of Piracy with *Merchants & Marauders: Broadsides*! Set in the pirate-haunted world of *Merchants & Marauders*, *Broadsides* is a stand-alone, two-player game of ship-to-ship combat as opponents face impossible choices to survive the battle: defending their ship or unloading everything they've got on the enemy! Scheduled to ship in August 2016.
ZMG 70630PI



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Scheduled to ship in April 2016.
ZVE 6514\$14.95



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Scheduled to ship in April 2016.
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ZVE 6211\$4.95



JULY RELEASES

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WYR20532 -	HODGEPODGE EMISSARY	- \$35.00
WYR20631 -	SPARKS	- \$11.00
WYR20633 -	MECHANIZED PORKCHOP	- \$18.00
WYR20720 -	OBSIDIAN ONI [3 PACK]	- \$24.00
WYR20721 -	JOROGUMO [3 PACK]	- \$35.00



Uwe Rosenberg AGRICOLA



*Farm, sow, plow,
harvest, and expand!
Will you and your
family prosper?*



1-4



~90



12+



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Reveal the Rainforest with Costa Rica

In Mayfair's latest title, *Costa Rica*, you step into the Pith Helmet (or Fedora, if you prefer) of an intrepid explorer journeying through the unknown wilds of Costa Rica. You and your fellow explorers have a mission: to catalog the unknown wildlife of this tropical paradise's streams, forests, and highlands. But danger dwells in the jungle, as well, and if you push too deeply into the unknown wilds, you might fall victim to the dreaded Dengue Fever! Or, perhaps worse, another explorer might snatch the credit from your discoveries away from you! No one said being an intrepid adventurer was easy, but we'll walk you through the basics and get your expedition off on the right foot.

Each turn one player is designated as the Expedition Leader. They will decide where the expedition will go and how deep into the rainforest they will delve. Each turn tiles are revealed, as chosen by the expedition leader. You will find one or two animals and, possibly, a dreaded mosquito-carrier of Dengue Fever, a small, though serious threat to your explorers! As each tile is revealed the players can choose to take what they have discovered thus far and return home (removing their explorer from the expedition). If the leader passes on the discoveries, the next clockwise player still on the expedition has the chance to take the discoveries and return home and so forth. If all players pass, the expedition leader gets to reveal a new tile.

If your explorer encounters two mosquitos, they must take all the tiles they have revealed thus far, minus the two mosquito-laden tiles, and remove their explorer from the game *immediately*. A new player then takes over as expedition leader and play continues.

The animals featured in the game come in two varieties, *common* and *rare*, and each appears in a particular type of terrain. The Chestnut-Mandibled Toucan is the common animal in the highlands, while the Jaguar is rare. The Capuchin monkey is common in the forest, while the Rhinoceros beetle is rare and so forth. The more animals you see, the more points you will score. You can score in two ways, either by cataloging the same animal multiple times (for example six Jaguars will net more points than three) or by cataloging one each of all six animals found in the game.

The game ends when all the explorers have been removed from the game, or the last tile on the board has been revealed. At that time, the player with the highest point total for the animals they have discovered wins the game!

About Costa Rica: *Costa Rica* was designed by Matthew Dunstan and Brett J. Gilbert. The game is designed for 2-5 players ages 8 and up. Games take 30-45 minutes to play.



COSTA RICA

REVEAL THE RAINFOREST



COSTA RICA

REVEAL THE RAINFOREST



Explore the Costa Rican rainforest! Each turn, reveal what is hiding and decide... do you take your data back, or push on, even though another explorer might take credit for your work? Avoid mosquitos, discover animals & prove that you are the best explorer in Costa Rica!



Mayfair
Games®



2-5



30-45



8+



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CORVUS BELLI INFINITY

HIGH VALUE TARGETS:

STRATEGIC OBJECTIVE, INFORMATION IS POWER

AN ARTICLE BY JUAN LOIS AND GUTIER LUSQUINOS. EDITED BY JEREMY BRECKBILL.

An HVT, or High Value Target, is a civilian or non-combatant who because of their knowledge, position, or some other reason represent a valuable asset for both forces in the conflict.

Allowing players to place an element on the table that could provide them some extra objective points when playing a mission was an interesting idea with the new N3 rules and multiple ITS scenarios. The introduction of the HVTs was a simple, great, and cool way to implement this idea.

You already had some miniatures that could fill the role, but now you can choose specific faction HVTs. Without any doubt, these are the coolest way to represent that strategic objective, as each possesses their own particular identity.

The **Neoterran Corporate Executives** manipulate political and economic reality to conform to their wishes. The fate of the Human Sphere is in their hands.

The **Colonel Yevgueni Voronin** possesses two profiles, one as HVT and another as a regular Ariadnan trooper. This Cossack Officer has earned a reputation as an agent provocateur as much for his attitude as for his tactical and strategic planning skills. Accompanied by his faithful Grisha, the ferocious Antipode, Voronin will spread chaos wherever he goes.

The **ALEPH High Functionary** is in the AI and Humanity's service, acting as consultants or advisors to international organizations.

The Hexahedron provided the code name of Dragon Lords to the high ranking judges of the Imperial System. All of them are respected and powerful senior imperial functionaries. The **Dragon Lady** is a beautiful woman and a feared judge, but a great miniature too.

The **Midnight Sun Analyst** is a member of one of the many Intelligence analysis groups at the disposal of the Nomad Black Hand. These groups provide relevant information for the resolution or clarification of a case or situation.

The **Tariqas** are the consultants and senior advisors to the Hachib, President of Haqqislam, as well as Haqqislamite spokespersons and representatives in the Senate of O-12.

Which one of the HVTs would you choose to protect?

INFINITY RULEBOOK: 3RD EDITION | CVB 289503.....\$81.53 Available Now!



2 player starting point

OPERATION RED VEIL

CORVUS BELLI
INFINITY



IN THE COMMERCIAL AREA OF THE NEON LOTUS ORBITAL STATION, YU JING AND HAOQISLAM
SPEC OPS TEAMS FIGHT FOR DATA THAT COULD REVEAL A COVERT OPERATION TO MANIPULATE
AND SUBVERT THE FINANCIAL MARKETS OF THE SPHERE.

A SKIRMISH-LEVEL 28 MM MINIATURES GAME
INFINITYTHEGAME.COM

COVERT

COVERT

RGS 00511 \$60.00 | Available July 2016!

My wife thinks I'm crazy. It's probably true. She says I get visions. I get pictures in my head of game components laid out in certain ways, or players manipulating pieces in certain ways. And even though I don't know what it means, I know that it's the right way to do things and I need to figure out how to make it work. Just the other day I was working on a design that had potential, but wasn't quite working the way I wanted it to. I said, "I don't know how or why, but if I put a pawn on each side of these cards and then somehow they move in opposite directions, that will fix it". Up to that point there were no pawns in the game, but it turns out that it did fix it. So maybe I'm not crazy. Much.

Covert started with one of those 'visions'. Since I started designing games in 2010, I've had a fascination with finding interesting new ways to use dice. *Fuse* gave me the fast and fun dice game I was after, but this time I wanted to use dice in a more strategic way. The picture in my head was a circle, and the circle had spaces for dice numbered 1-6. Players would place dice on these circles to activate actions, but dice would always need to be placed adjacent to other dice. It was a simple concept, but I thought it had the potential to give players lots of opportunities for strategic moves, and opportunities to block their opponents. Now I needed a theme. I've always wanted to do a spy game, and I thought that a medium weight game about spies would be a lot of fun, so I put the two together. My goal was to design a medium weight spy game where players placed dice adjacent to other dice on a circle. It wasn't much, but I was excited. I immediately started sketching out these circles and trying to think of what I would want the players to do in the game.

I knew that I wanted to keep the basic ideas in the game simple. I didn't want 15 different places that players could place dice. The basic actions would be simple, and the complexities and strategies would come from combining card powers and abilities. With this in mind I set four basic actions that players could take: Complete Missions, Get new Mission Cards, Get cards that would be used to Complete Missions, and Move their Agents around on the board. I decided that completing Missions would be as simple as collecting the right cards (Equipment) and having your Agents in certain cities. I was thinking that should give a nice balance between card play and board play, and I was hoping to have both be pivotal parts of the game.

Another core element I wanted in the game was that there would be the ability to block players with your dice placement, but also that players would have multiple ways to accomplish any goal. So, if you really needed to move an Agent this round, but the player

before you placed a 3 on the Movement Action Circle and you didn't have a 2 or a 4, you might curse their name under your breath, but you would have other tricks up your sleeves. These 'backdoors' to accomplish your missions come into play in a number of different ways. The Agency Cards that the players are collecting are all triple-use cards, meaning that you can use the card as a piece of equipment (to complete a Mission), use it to fly any Agent to the city on the card, or activate the card's special ability. The choice of when to use a card and how to use it is often a tough one, and how you time things in relation to what your opponents are doing is critical.

One aspect of *Covert* that went through a few major changes along the way was the Code Breaking. Along the way, there were a few little problems that I was trying to solve. My final solution for the codes took care of all of them. In the game, each player has two Code Cards hidden behind their screen, each showing a 3-digit sequence of numbers. On the board are numbered tiles (Cipher Tiles) that players will be able to manipulate in order to break the codes on their cards. This accomplishes three main things: 1) It gives players another way to score points. Completing Missions will comprise the bulk of a player's points, but I wanted to have a little 'side game' where they could earn more points. 2) Breaking codes gives players additional pieces of Equipment which they can then use to complete Missions. This speeds up the flow of the game, and gives players another way to get the equipment that they need. 3) The first part of each round involves players taking turns placing their dice. At any time, a player can choose to stop placing dice and drop out of the round. This determines turn order for the remainder of the round. Code Breaking gave players another reason to want to drop out of the round early, giving another layer of tension to the timing aspects of the game.

Covert is a game that I am extremely happy with and proud of. My wife and I still pull it out and play two-player games just for fun, which is very rare when I have a list of other games that need testing. I hope you enjoy it as much as we do!

...

Kane Klenko is a super spy working undercover as a game designer. You can ignore the micro cameras in your copies of Fuse and Dead Men Tell No Tales.



LITTLE CIRCUSES



Art by Hector Amavizca
Game Design by Kevin Wilson



THE BIGGEST LITTLE SPECTACLE IN THE WORLD!

Step right up, step right up, the *Little Circuses* are open for business! Build your big top with attractions that'll "wow" the crowd. Recruit sword swallows, dare-devils, and mesmerizing mystics in an effort to turn your little road show into a fixture of fun! Designed by Kevin Wilson (*X-Files*, *CHEW*, *Descent*) *Little Circuses*, is frolicking fun for 1-7 players of any age.

LITTLE CIRCUSES ON SALE SEPTEMBER 2016

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Has the Doctor's Luck Run Out?

KILL DOCTOR LUCKY Returns for its 19.5th Anniversary

KILL DOCTOR LUCKY (ANNIVERSARY EDITION)

PSI CAG230 \$40.00 | Available June 2016!

Welcome to Lucky Mansion, a sprawling country estate filled with unusual weapons, good hiding places, and craven killers. Lucky Mansion is home to a certain Doctor J. Robert Lucky, and everyone — including you — wants him dead.

Your reasons vary. Janet Principle wants to kill Doctor Lucky because he stole her family's recipe for paint remover, while Quincette Small is convinced that the doctor is the King of the Vampires.

Your methods differ. Mumfort Consequence hopes to stab the good doctor with the pinking shears, while Gail Russo plans to startle him to death with a loud noise.

No matter who succeeds, the result is the same. Doctor Lucky will be dead, and his cat Patience will not particularly care.

Kill Doctor Lucky, one of the most iconic Cheapass Games titles, is a "pre-mystery" board game about a handful of devious villains trying to kill a very lucky old man. Originally released in 1996, it has returned in a new edition to celebrate its 19.5th Anniversary.

"Kill Doctor Lucky is rooted in the traditional mystery genre," says James Ernest, President of Cheapass Games and designer of Kill Doctor Lucky. "It seems like in all these stories, everyone in the mansion has a motive, or else it's not a very difficult mystery. So why not just make the murder into the object of the game?"

The original black-and-white edition of Kill Doctor Lucky won the Origins Award for Best Abstract Board Game in 1997 and was featured in GAMES Magazine's Top 100. The game has been popular ever since, spawning several sequels and variations including the board game Save Doctor Lucky, and the card game Get Lucky.

In 2015, Ernest decided to use his 20 years of accumulated design experience to revisit Kill Doctor Lucky and improve the core rules.

"If you love the original, don't worry," says Ernest. "The game feels very much the same; it's just that we've changed... everything."

One of the biggest rules changes is that to draw a card, you must now be in a place where no one (including Doctor Lucky) can see you. This replaces the rule requiring that you did nothing else on this turn.

The upshot: sight lines become more important throughout the game, and also you can't draw a handful of cards while "riding the Lucky Train." Remaining hidden also protects you from pesky, interfering witnesses.

The packaging is also updated. Kill Doctor Lucky now comes in a



Victorian-style game box, reminiscent of games from 100 years ago, and bears the note "Originally released in the late 1900's." The character artwork was created by Israel Evans, who also illustrated Get Lucky, and features some famous faces like Patrick Rothfuss, Phil Foglio, and Angela and Aubrey Webber of The Doubleclicks.

The 19.5th Anniversary Edition of Kill Doctor Lucky is already garnering glowing reviews:

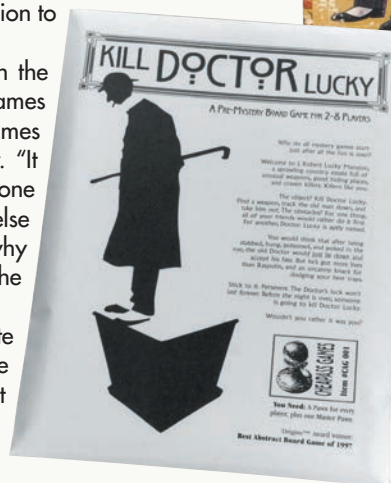
"The new edition of Kill Doctor Lucky is both familiar and fresh. If you love the original, the silly humor shines through even more with back stories and motives provided for each character. As a game, the pace and mechanics have been streamlined to add more tension and tactics," says Stephen Conway from The Spiel (<http://thespiel.net/>). "Put simply, you get to the fun part faster - finding ridiculous weapons like the Tight Hat or Bad Cream and trying to maneuver yourself into the perfect position for murder and mayhem."


"Much moreso than Clue, Kill Dr. Lucky gives players a chance to enact clever strategies, to plot out their moves, and to gnash their teeth in frustration as another player heads to the room where you were planning on doing the titular doctor in," says Colin O'Boyle from Geeksmash (<https://www.geeksmash.com/>). "The cards are clever, the gameplay is engaging, and I can say, without the shadow of a doubt that I would recommend this game to anyone who wants to play a combination of Clue and Munchkin."

Kill Doctor Lucky supports 2-8 players ages 12 and up, plays in about 20-40 minutes, and is now available at friendly local game stores worldwide.

...

Cassidy Werner works at Cheapass Games, where she tweets, gives stuff away, and acts as the stern yet benevolent mistress of the Cheapass Demo Monkeys. She bakes, reads, and plays games with her gorgeous husband, spoiled dog, and two bossy lionhead rabbits. Learn more about Cheapass Games at Cheapass.com or on Twitter @cheapassgames.





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HERO REALMS

DECKBUILDING GAME

PREVIEW
By Rob Dougherty

When Darwin Kastle and I created *Star Realms*, we knew we had something special. We believed that there would be massive demand for a super-fun, well-balanced, PvP deckbuilding game for \$14.99 in a small box. *Star Realms* was an immediate hit, earned seven different 'Game of the Year' awards, and has continued to be a top-seller in game hobby stores around the world.

With our newest game, *Hero Realms*, we continue to revolutionize the deckbuilding game genre. *Hero Realms* is a fantasy-themed, expandable deckbuilding game that combines addictive deckbuilding play with the thrilling elements of roleplaying games. Our fans cannot wait to get their hands on it!

THE STORY OF HERO REALMS

For a millennium, the Empire was at war. Fueled by military precision and an unprecedented alliance with dragons, the imperial armies knew countless victories and few defeats. The Empire grew until it's greatest enemy was not the barbarian nations to the west, but it's own unmanageable size. At the frontier, victories and expansion were replaced by an endless cycle of rebellion and re-conquest.

Wearied of war, the Emperor crafted a bold new strategy: Peace through trade. One-hundred-and-seventy years ago, he ordered the establishment of an independent frontier trading post at the junction of the four great rivers.

Though many argued peace with the wild tribes was impossible, trade flourished and the trading post quickly grew to a town, then small city, and beyond. *Hero Realms* is set in this sprawling metropolis. The city-state is now home to folk from all the species and nations of the known world. While trade has delivered it's promised peace to nations, the wealth generated spurs endless political and physical conflict.

FANTASY-THEMED DECKBUILDING GAME

The *Hero Realms* base game, like *Star Realms*, combines the fun of a deckbuilding game with the interactivity of trading card game-style combat.

Each player starts with a 10-card personal deck containing gold (for buying) and weapons (for combat). Each turn you get a new hand of five cards from your personal deck. When your deck runs out of cards you shuffle your discard pile into your new deck. As you play, you use gold to buy Champions and Events from the cards being turned face up in the Market Row from the Market Deck. These Champions and Events can generate large amounts of Gold, Combat, or other powerful effects. You use Combat to attack your opponent and their champions. When you reduce your opponent's score (called Health) to zero, you win!

The \$20 base game features:

- 144 beautifully illustrated cards including score cards and starting decks for four players.
- A sturdy, attractive 4"x6"x2" game box.
- Awesome game play for 2-4 players.
- Full color rules.



DECKBUILDING PLUS RPG!

- Battle with your friends one on one or in groups.
- Add custom starting decks to play as a cleric, fighter, ranger, thief, wizard, or even a mighty dragon!
- Bring in a campaign deck for cooperative adventures with your friends. Complete adventures to earn experience points that you can spend between sessions to gain skills, equipment or other awesome new cards for your character's starting deck.



CHARACTER PACKS

Play *Hero Realms* as a Cleric, Fighter, Ranger, Thief, or Wizard! Character packs add a cool, new dimension to player vs player games. Each match-up is a unique challenge which will require different strategies. When playing a cooperative campaign, your character pack represents the starting point for your character that you will customize over time. Character packs include custom starting decks featuring multiple, unique, character-specific cards, abilities, and rules.

BOSS DECKS

Play as a deadly dragon or another evil adversary. The thing that makes men's blood run cold! The danger, the darkness, the destroyer, the big bad guy! Yup, that's you! Play as a ferocious dragon and take on an entire group of your friends and their pathetic, puny characters. Or, if you're up for a real challenge, you and a friend can battle these boss decks against each other! Boss decks include boss-specific cards and abilities.

CAMPAIGN STARTER DECK

Choose your character, team up with your friends, and start your adventure! Gain experience points on each mission. Spend your experience points between missions to improve your character with awesome, new skill and gear cards. The campaign decks include campaign rules, different cooperative missions, and skill and gear cards to upgrade your character with experience.

We are so excited to get this new game into the hands of players!

...

Rob is the lead designer of Epic Card Game and the lead developer of *Star Realms*. He was the co-founder, co-designer and COO of the Ascension deckbuilding game. He



is also a Magic the Gathering Pro Tour Champion and a member of the Magic Pro Tour Hall of Fame. For 15 years Rob was New England's premier Magic the Gathering tournament organizer. He also was the owner of the Your Move Game stores and led the Your Move Games competitive Magic team to win multiple tournaments around the world.

TRICKS OF THE GAME TRADE

by Jon Leitheusser



Gaming conventions are a lot of fun. They're packed with enthusiasts interested in trying out new games and favorites, showing off costumes, feasting, and attending all sorts of different panels and seminars. Convention "season" has changed over the years. It used to be that there were only a handful of exceptional conventions spanning over the summer months. However, now there are venues springing up all year round! Especially when you take into account local or regional conventions, which have become very popular of late.

Summer is still the period when the largest conventions take place: Origins Game Fair in Columbus, Ohio and Gen Con in Indianapolis, Indiana. With those conventions in mind, here's some pointers on how to get the most out of attending a HUGE convention. Hopefully, these tips will make any convention more fun and enjoyable!

#1. PLAN, BUT STAY FLEXIBLE

Firstly, it's important to do a bit of planning. Look over the schedule of events, seminars, and open gaming ahead of time and figure out which ones you *really* want to participate in—but, leave yourself plenty of leeway to do other things that attract your attention, such as play in pick-up games, have lunch, hit the dealers' hall, hang out with friends, and whatever else sounds engaging. If every minute of your time is planned out, you'll possibly miss out on some things you might like to check out. So, keep your options free and clear.



#2. BE PREPARED TO MOVE AROUND ... A LOT

Big conventions are just that; BIG! Be prepared to spend a lot of time making your way from one place to another. Whether you're talking about running out to get some food, heading to another game or seminar, or getting to and from wherever you're staying, there's a lot of distance to cover. If you're active and in relatively good shape, great! Nothing to worry about. Still, just to be on the safe side, you may want to leave extra time for yourself to get around ... or take some walks around your neighborhood in the weeks before the convention. You won't be sorry.

#3. TAKE CARE OF YOURSELF

Game professionals and frequent con-goers often get sick after returning from a convention. They call it "Con Crud". It's a real deal, and it's horrible! It's like the worst cold you ever had, lingers for weeks, and is generally pretty exhausting. It's better to keep from catching it, so get plenty of rest, stay hydrated, adhere to good personal hygiene (ex: wash your hands frequently, use hand sanitizer, cover your mouth when you cough— basically, everything your mother told you to do), and, if you're of age, drink responsibly.

#4. BE ON YOUR BEST BEHAVIOR

Lots of people crammed into any space, confining or voluminous, can be uncomfortable, and patience wears thin, so chill out. Understand that everyone is dealing with the massive crowds and no one enjoys it. In order to make the most of it, be courteous and on your best behavior. There's no need to scream and yell. It's not appropriate to touch people without their permission. And, if you want a picture of someone who's cosplaying, ask if you can take their picture and do it outside high traffic areas. Generally, be friendly, considerate, and mindful. We all respond well to being treated kindly and with respect, and it will make everyone's experience that much more enjoyable.

#5. THINGS TO BRING WITH YOU

These are only suggestions, but prepare for a convention by toting:

- **A backpack or bag** that's filled with essentials like dice, paper, pencils, and a game or three.
- **Water or a water bottle**, so you can stay hydrated.
- **Cash**. Sure, credit cards can be used almost anywhere, but cash is the preferred currency of the land.
- **Hand sanitizer**, if you're into that sort of thing.
- **Gum or mints** for yourself and to offer to others who might need them.
- **Snacks** for you to munch on if you're hungry in the middle of a game or need a quick pick-me-up.

#6. PLAY SOME NEW GAMES

Publishers are happy to talk to you about their games and the exhibit floor is a great place to do that. Most booths are set up to run demos or the reps can direct you to a place where their games are being run. They're there to sell games after all, so take advantage of that by setting aside some time to check out games you've been curious about. There are attendees who spend 'The Best Four Days of Gaming' playing demos almost exclusively. Plus, you may find something you love that you might not have given a second glance at on the store shelves.



In addition to the exhibit hall, there are usually game libraries at conventions, so you can check out games there to play with your friends and fellow attendees. Do yourself a favor and find the gaming library. You'll never run out of things to do that way.

#7. SHOP ON THURSDAY... OR SUNDAY

The exhibit halls (or dealers' room) are worth visiting often, as they're packed with vendors displaying and selling all manner of merchandise for the avid or casual gamer. The best day to browse is Thursday, because the bulk of attendees haven't arrived yet, so the booths are generally more accessible. Saturday is the most congested, because the convention is in full swing. If you prefer to wait to make your purchases, that's fine, but some of the things you want may be sold out later in the weekend. If you really want something, buy it when you see it, because, chances are, it won't be there later.



Sunday is also a good time to shop because exhibitors really don't want to pack up and ship their games home. You may be able to get a great deal on stuff late Sunday, but don't always expect that to be the case. Even so, it's worth it to give a couple of booths a look over to see if they're offering any deals.

#8. DON'T CARRY ALL THE THINGS ALL THE TIME

The bag you carry with you probably has plenty of stuff in it, so when you buy something new, unless you're going to play it right away,

take it back to your room. It's no fun to carry around a 30-pound backpack all day, so give yourself a break and offload everything you're not using. **Bonus Tip:** Don't buy anything at the convention that you can pick up at home from your local game store.

#9. REMEMBER TO EAT

Since you'll be so distracted, your tummy will, ultimately, remind you to eat something. The venue will often have vendors set-up at a food court for a quick bite, however, stray outside the conventions center and you'll generally discover a number of restaurants and eateries nearby, so avail yourself of them. A number of conventions (including Gen Con) have invited food trucks to park outside, so that's a great option. Lines are an issue, but if you can plan to eat at non-peak times, especially for lunch, you'll do just fine...and your tummy will thank you.

#10. CONFUSED OR LOST? ASK FOR HELP.

If you're lost, confused about where something is, or just need guidance, go to any volunteer or even someone working at one of the booths in the dealers' room and ask for assistance. Even if they're unable to address your specific inquiry, they'll definitely be able to direct you to someone who can. That is, after all, their job, so don't feel apprehensive about it.

HAVE FUN!

Most importantly, you're at a gaming convention, so have fun! There should be plenty to do (too much, actually), but with a bit of planning and the desire, you should really enjoy yourself. People have been attending conventions for decades, and I encourage you to experience it for yourself, if only to see what all the hoopla is about!

...



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, has been the Mutants & Masterminds game developer for Green Ronin since 2008, and freelances for a number of different companies. He cut his gaming teeth on

Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He's attended about 30 Gen Cons and he lives in Renton, Washington with his wife and a mean cat.

DARK MOON (PSI SG-2011)

From Stronghold Games, reviewed by Eric Steiger and Rob Herman

 12 & Up	 3 - 7 Players
 60 - 75 Minutes	 \$59.95

When *Battlestar Galactica* arrived in 2008, it won well-deserved acclaim for delivering a traitor-based game of suspicion and mistrust, with tense moments and memorable stories coming out of every game. It did a remarkably good job of translating the source material — the science-fiction TV drama in which the sinister Cylon robots impersonated humans and walked among them — into a board game experience.

It's impossible to discuss 2015's *Dark Moon* without discussing *BSG* because the former was initially designed as an "express", dice-based version of the latter; the box even reads "*The Game Formerly Known as BSG Express*". So this review will discuss *Dark Moon* in comparison to its older inspiration. Both games are excellent and come highly recommended; but *Dark Moon* does stand as a worthy game in its own right.

Dark Moon takes place in a mining colony on Titan. The traitors are "Infected" (you can call it "Cylon-itis"). The Infected players are trying to destroy the station by overwhelming any one of three systems with damage: life support, outpost integrity, or shields. As these systems take damage, things get worse (Fatigue limits characters' ability to contribute to tasks; Outpost damage makes actions temporarily unavailable; weak Shields cause damage to the other systems). The Uninfected players just need to reach the end of the game, completing four Event cards' worth of Tasks.

On each player's turn, they perform one of a small number of actions (shoring up the station against the hostile environment or voting to quarantine a suspected Infected), then draw two "Task" cards, choose one, and secretly discard the other. These Task cards, mirroring *BSG*'s Crises, are the heart of the game. The most common Tasks, Malfunctions, have a difficulty ranging from about 6-10, and to cope with these, each character has a number of Skill dice — starting with four, but these can become exhausted. Each Skill die has four negative faces and only two positive ones! Each player may either bow out of the Task (recovering some spent dice) or participate. Then, every participating player must *secretly roll their dice* and contribute at least one to the pool. Loyal players will want to contribute one or more positive dice — assuming they manage to roll one! Infected players, naturally, want to sandbag while denying they could have helped more. Players can keep rerolling, but with every roll, at least one die must be added to the Task. If the Task is completed, it's marked off the current Event and the Uninfected advance one step closer to victory. If the Task is failed, the station takes damage and the peril rises.



This public contribution of dice is what really differentiates *Dark Moon* from *BSG*. Novice Cylon players in *BSG* often make a mistake because of the complexity of the cards — a lie at the wrong time can mark you as an obvious traitor. "I don't know how that got there" is a difficult lie to tell when the experienced players are keeping track of who has access to each card type. By contrast, *Dark Moon* Infected only have to tell one lie: "I'm sorry; all my dice rolled bad."

There is a flipside to this. Depending on the order the Crisis cards come out in and the whims of the Destiny deck, *BSG* can be a difficult game for the humans even if the Cylons are lying low. By contrast, *Dark Moon* is tuned so if the Infected are fully undercover and "playing clean", Tasks sail by easily. So they have to choose bad Tasks and work to fail Tasks, while staying undercover (being Quarantined removes your ability to choose Tasks and some of your dice, which cripples the Infected's power). Infected can deliberately reveal on their turn, trading the ability to powerfully sandbag for a set of weaker, but less limited, abilities to hinder the Uninfected, but this is usually weaker than failing tasks and spreading suspicion as a covert Infected.

Another major difference in *Dark Moon* — and in my mind, the most important improvement over its ancestor — is the way it handles player balance. *BSG*'s imperfect sympathizer mechanic for even numbers of players allows the human players to game the system to keep their edge. Instead of this, *Dark Moon* provides two Task decks, one of which is used in 3/5/7 player games (where there's one more Uninfected than Infected) and another, featuring more difficult Tasks, in a 4/6 player game, where there are two more Uninfected.

One of the chief complaints about *BSG* is its playing time. By packing a similar experience in about half the time, *Dark Moon* gives us the tension we love about it in a much more efficient package.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.





LIFT OFF! GET ME OFF THIS PLANET! (IMP PFX100)

From Pencil First Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

	13 & Up		2 - 5 Players
	45 Minutes		\$40.00

It is a race to the finish to get off the planet before it blows to smithereens! Unfortunately, your planet has a broken coolant cord in the core... This is global warming to the extreme! You must launch every one of your aliens off the planet before it explodes!

We met the creator of this game, Eduardo, at one of the gaming conventions. To be honest, Jane fell in love with how cute the little alien pieces are.

WAS THIS GAME EASY TO LEARN?

After opening the game and reading the instructions, we were up and playing in about ten-minutes! The rules are very clear and they give lots of good examples, including descriptions of the cards, Lift Off points, and an exceptional, two-page example of play to walk you through.

HOW IS IT PLAYED?

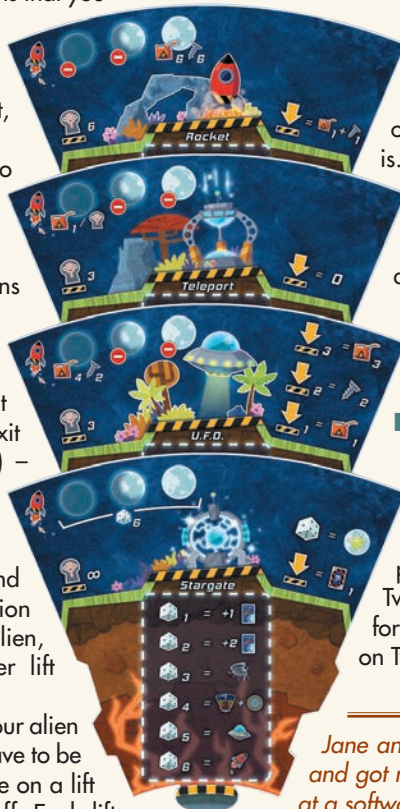
Setup is easy! Place the core of the planet in the middle of the board, then surround it with four exit points and four lift off points. The four exit points are consistent for every game. However, there are 10 different lift off points that you can use, which can make the game different every time. Each player receives 10 aliens in their color choice, which are all placed in the planets core spot. In the middle of the core is a Garglore (bad guy) who sits in there until an action card makes him do nasty things.

There are 100 game cards, which consist of actions and resources. Each player is given two to start the game, along with a turn card to remind you how to play. There are also three custom dice to use during play, depending on the lift off sections that you use for different actions.

The goal is to be the first person to get all ten aliens off the planet before it explodes. If it explodes before someone manages that, the player who got the most off wins.

Each player takes a turn. On your turn do the following:

1. Draw two cards from the draw pile
2. Play (you can do any of these actions in any order)
 - a. Move your aliens – up to 2x – this is used to initially move the aliens out of the core. To do that they must first move through an exit point (that counts as one move) – from there they can move to the lift off points, where eventually they can get off the planet
 - b. Play action cards – from your hand you can play any of your action cards – like moving another alien, moving the Garglore to another lift site, etc.
 - c. Pay resources to either A) move your alien on to a lift off point (which they have to be on in order to take off), or B) once on a lift off point, use resources to take off. Each lift



off point has different resources that you would need to order to do these actions. Each lift off point has a maximum number of aliens that can be on it – and they don't have to be the same color. Once someone pays to lift the aliens off that launch pad – ALL aliens go – so realize here you may be helping your opponents, too!

- d. Or, if your cards in hand are not useful, you can trade two cards in your hand and pick a new one

On the board there's also two tracks: a moon and sun track. After each player takes their turn, they move the moon counterclockwise. Based on where the moon is on the board, the resources needed on the lift off points can change, so you have to pay attention to where the moon is. Each time the moon makes a full orbit around the planet the sun token moves one step closer to blowing up the planet. Some action cards allow you to move the moon, which you can use to move it backwards or forwards depending on what may benefit you more.

The game ends when someone gets all of their aliens off the planet or it blows up – in which case the person with the most aliens off the planet wins.

HOW WAS THE TIMING OF THE GAME?

We managed to learn and play this game within one hour, and now that we know how to play, we believe it can go even faster.

If you are looking for more game reviews for two players, subscribe to our show on YouTube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

...

Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



ARCADIA (IMP APE1700)

From Ape Games, reviewed by John Kaufeld

 8 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$15.00

Confession time: I always wanted to run an amusement park. Granted, it's not going to happen, but a guy can still dream.

Well, now there's *Arcadia*, a delightful little card game (with an extra-small price) that lets me combine rides, shows, midway attractions, and more into an amusement park to call my own. Oh yeah, I'm in.

Let's dive into the five key things you need to know about *Arcadia*.

SOME ASSEMBLY REQUIRED

Before playing *Arcadia* for the first time, you need to do a little bit of assembly work. The publisher apparently had some printing errors in the game's initial run, so they included a small pack of replacements with instructions to exchange these cards with others in your decks.

This step won't take long, plus you only need to do it once. I highly recommend having a trash bag handy and literally throwing away the bad cards as you find them in the game.

Pay close attention to the instruction card that comes with the replacements. The card reads a little like a logic problem — swap these with those, add this but don't remove that, and so on. Take it slow and focus on what you're doing. You'll be fine.

LEARNING THE LINGO

After fixing your game and exiling the bad cards to your recycling bin, you'll have four decks with varying numbers of cards.

The Attractions deck includes all of the cool things you can build in your park like roller coasters, that water gun race game that I never win, cool acrobatic shows, and the ever-popular mascot restaurant. Each card tells you the type and name of the attraction, the attraction's level, which icons you need to build it, the number of victory points it's worth, and possibly some special ability.

Jobs and Experts represent the employees in your park. The biggest deck, Jobs, are the everyday staff members who work for you. In addition to a clever picture and a job title, these cards also have one or two icons in the upper left corner. You use these icons as currency to build attractions. Some of these cards also have special text along the bottom that say you can only use them to build specific kinds of attractions.

Experts are highly skilled employees who either have 3-4 mixed icons or identical ones. Like the Job cards, almost every Expert card has attraction-specific text at the bottom. (After all, they're experts.)

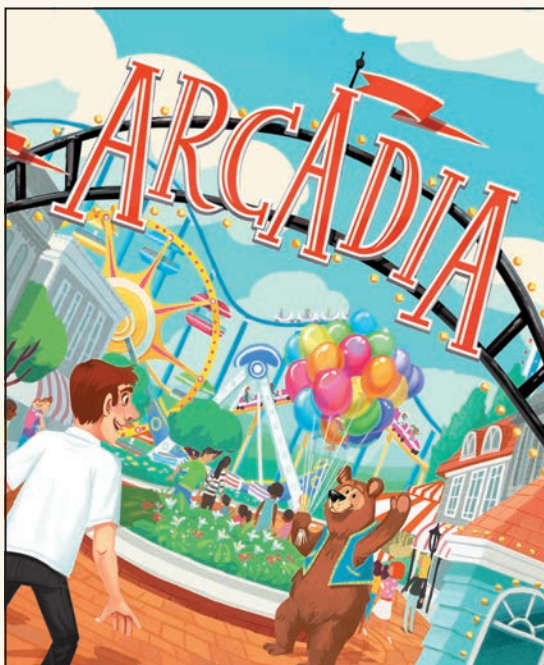
Finally, there are the Review cards. These become your personal (and secret) victory point conditions. You start the game with three, then you pick two to keep. The Review cards grant bonus victory points depending on what you build in your park.

PEOPLE FIRST, THEN ATTRACTIONS

You need people before you can build stuff in your park. Start by collecting Jobs and Experts with a variety of icons. When you collect

the right combination to match a Level 1 attraction, buy it and you're on your way.

The available attraction cards change constantly, so don't be disappointed if you miss something that you wanted. It'll be available again in the next round of play. Just make sure you have the right icons to buy it that time!



A PAIR OF HIDDEN RULES

The *Arcadia* rules do a good job of explaining most everything, but two specific rules aren't terribly obvious.

The first involves converting three-of-a-kind icons into one of any other icon — turning a trio of balloons, for example, into a circus tent. When using icons this way, you can ignore attraction-specific game text on the job or expert cards.

For example, Rosie Graham has four tent icons on her card along with a note limiting the icons to food attractions only. But if you want to trade in three of Rosie's tent icons for something else, you can ignore the food-only limitation. This only works when trading the icons. If you aren't trading, then Rosie only helps you build food attractions.

The other hidden rule has to do with attraction types and levels. As you build your park, pay attention to the Level 1 attraction types in it (ride, show, midway game, food). To add a Level 2 attraction to your park, you need a Level 1 attraction of the same type. You can't build a Level 2 ride on top of a Level 1 food attraction.

You also build attractions in sets of four. The attraction type must match all four cards (all rides or shows, for example). If you want to build two Level 2 shows then you need two Level 1 shows first.

CLOSING THE BOX

Here's one quick tip before we close — well, close the box, that is. The *Arcadia* box is almost square but not quite. If you force it closed with a short side matched to a long side, then your box is almost impossible to open. (Not that this happened to me, goodness knows.)

Fix the problem by matching the artwork on the box top and bottom. If both parts show the same picture (like the mascot bear with balloons, for example), then your box is lined up and ready for closure. And more importantly, you can open it again without destroying it.

VERDICT

If you ever dreamed of owning your very own amusement park or if you just like set-collecting games with a bit of a twist, then *Arcadia* deserves a spot on your shelf.

With a retail price of just \$15, even your budget will enjoy adding it to your collection.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at [@johnkaufeld](https://twitter.com/johnkaufeld) and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).

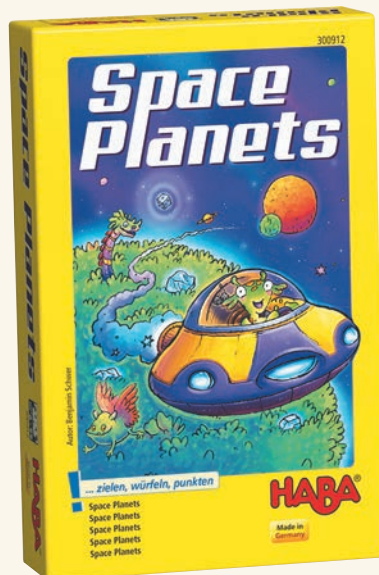
SPACE PLANETS (HAB 301773) & CLOMPING CREATURES (HAB 300631)

From Haba Games, reviewed by Rebecca Kaufeld



	6 - 99		2 - 4 Players
	15 Minutes		\$11.99

	6 - 99		3 - 5 Players
	10 - 15 Minutes		\$11.99



Welcome to Space Camp! We've been waiting lightyears for you to get here — we just can't explore without you! There are lots of planets and plenty of stars to see, and you're almost ready to go; got your spacesuit and astronaut ice cream? Good! Now, let's talk about your mission!

We found nine new planets nearby, and we need you to explore them. However, there are other spaceship pilots who want to see the new planets, too; make sure you get there first! It's a race against time to explore five planets and collect the highest number of stars on the way. Do you think we can do it?

Now, this would be easy if you could jump in your spaceship and go right to the planet. However, not all planets are like the one where you're from. Some other planets don't have water, and some don't even have air! To make sure you get to the planet safely and score the stars before anybody else, send down the probe on your spaceship. Be careful, though... it can be tricky. Here's what I mean.

Your probe looks like a normal 6-sided die. Don't be fooled: it has a very complex navigational system (and can be difficult to aim). Your goal is to roll the die towards the planet that you want to explore. If you land on a planet, yay! You get to explore and score the stars in that planet's system. If you miss, that's okay. You still get fuel crystals, and that's good — you can use them to get to and pay for more expensive planets later.

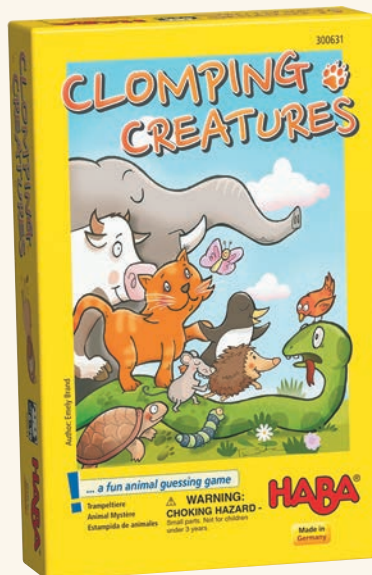
By the way, some of the planets will give you gifts when you visit. For example, a few planets give one or two fuel crystals. The one that looks like a pile of rocks makes the other pilots pay more for their planets, and the really fancy planet has extra stars for you to score! Don't fall into the black holes, though — you'll lose a turn, and don't get anything for visiting there.

When one space pilot has five planets, the game is over. Then, all players count their stars and the one with the most stars wins!

We're very excited that you're on our team — are you ready to start exploring?

FOR SPACE CAMP SUPERVISORS

Space Planets is about more than being an alien out on a jaunt; it also has a whole list of benefits for its players. Rolling the dice with accuracy takes aim, a bit of physics to get the right speed and angle, and some hand-eye coordination to land on a particular card. Picking up cards and the die improve dexterity, and there's some strategy required to figure out which planets will prove the most beneficial to visit. The final frontier is waiting; are you ready?



THUMP. THUMP. THUMP. Skitter skitter skitter skitter. Boing! Boing! Boing!

Did you read those out loud? That's the sound of an elephant marching, a mouse running, and a frog bouncing down the road. And they're not the only ones! There are also monkeys, penguins, turtles, ladybugs, and worms, all walking down to the watering hole together. However, there's one ssssssmall ssssserpent on the path that's having some problemssssss...

The snake is going to the watering hole, too. But she's green like the grass and close to the ground, so the

other animals don't see her; sometimes they step on her by accident! She can ask them to stop, but first she has to know which animal it was. And she needs your help to figure it out!

On your turn, draw a card. It'll match an animal picture on one of the four roads that lead to the watering hole. Then, move the snake to that road, to show the other players where the snake was when this creature arrived. One player pretends to be the snake, and you need to draw your animal's footprint on their back. If they guess who it was, you both get a point! If not, each other player gets the chance to feel the animal walking on their back. If nobody guesses the mystery creature, they escaped without a talking-to, and the next player draws a new creature card.

Getting a drink is already difficult for ssssmall ssssnakes. At this watering hole, four paths and a lot of thirsty animals stand between you and the watering hole — can you figure out which creatures need to watch their feet?

FOR BIGGER CREATURES

Clomping Creatures sounds pretty simple. However, it's quite a challenge: not only do players figure out which creature is walking, but also need to think about how someone else would describe its movement. For example, a butterfly flutters. A crab scuttles sideways. How does that feel different than, say, a seal's flippers or a mouse's tiny feet? This game focuses primarily on touch and feeling carefully, but also allows younger players to see that people process the same information differently. There are a lot of animals that walk similarly; how does their animal stand out from all the rest?

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When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.

FRAGGED EMPIRE (IMP MUH050160)

From Modiphius, reviewed by Thomas Riccardi

 12 & Up	 2 & Up
 60 - 90 Minutes	 \$59.95

War has ravaged the Habrixis Sector, and after a hundred years civilizations are now starting to recover. But this war has left countless worlds in a state of desolation as entire cities are now reduced to ghost towns. You were genetically engineered to survive in this galaxy, but what will you do now that the war has come to an end? Will you look to rebuild this civilization, or will you bring desolation in a new war that sparks across the sector? This is the new setting of *Fragged Empire*, the latest RPG from the folks over at Modiphius Entertainment.

The setting of *Fragged Empire* takes place after a massive war has swept through their part of the galaxy. Set in a post-post apocalyptic era, the characters are exploring civilizations that were wiped out due to this conflict. There are four races to choose from and each of them are unique in their own right. Will you play as one of the representatives from the ruthless corporation? What about the war-like Nephilim or their adversaries, the Legion, that have been bred for combat? You can also play as the crafty Kaltoran looking to make their way in this universe.

Character creation is pretty straightforward and has the feel of the old school RPG's that I used to play. First the GM sets the starting level of the characters in the campaign (usually between level 1 and 4). Next, you distribute 18 points among the six attributes that make up your character. The six attributes are:

- **Strength:** to gauge your physical power and health, as well as what weapons and gear you can use.
- **Reflexes:** how quickly you will react in situations, as well as how hard you are to hit.
- **Focus:** used on how you can think in high stress situations, and also used for long-range combat.
- **Movement:** this determines how fast you can move, as well as your physical stability.
- **Perception:** how you can sense the environment around you, as well as the accuracy of ranged attacks.
- **Intelligence:** this attribute gauges on how fast you can think on your feet, but also who acts first in combat.



Each of the attributes can have a score between 0 (which is abysmal) to 5 (being extraordinary). You can assign the points how you like to balance out and create the character that you want to play. You will also select ten of your trained skills (six of them being related to your profession / everyday skills, two personal combat skills, and two vehicle skills). You will also select a trait per level, as well as determining spare time points. Spare time points can be used to modify gear, buying new equipment, etc., and adds a new dimension to campaign gameplay.

Resolving skills in the game are pretty straightforward as *Fragged Empire* uses a 3d6 resolution system. The GM assigns a difficulty to whatever task the characters are trying to complete along with any modifiers. The characters explain their actions and choose appropriate skills as well as any specialty gear (such as tool kits). Any rolls of a six are counted as strong hits which has various effects from succeeding greatly in a skill to hitting harder in combat. And speaking of combat,



it can be resolved in a quick and dirty fashion, but there is another option — a full, tactical combat system detailed in the rulebook.

This tactical combat covers everything from taking cover to having the characters set up an overwatch to detect incoming enemies. This unique system gives a new dimension in combat and makes the game enjoyable and fun to play. The combat system also covers ship-to-ship combat, as well, so you can enact epic space battles leaving your players on the edge of their seats. Add to this a comprehensive GM section crammed with tons of information for running either short or long-term campaigns and you have a unique sci-fi RPG that you and your players will love.

With one of the most innovative settings, coupled with a great rules set that can be used for other sci-fi games, *Fragged Empire* is a game that needs to be experienced. This massive, 38- page tome has everything you need to start playing right away. For more information about this and future projects in this line, head over to <http://fraggempire.com> and get ready to explore a war-torn galaxy!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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